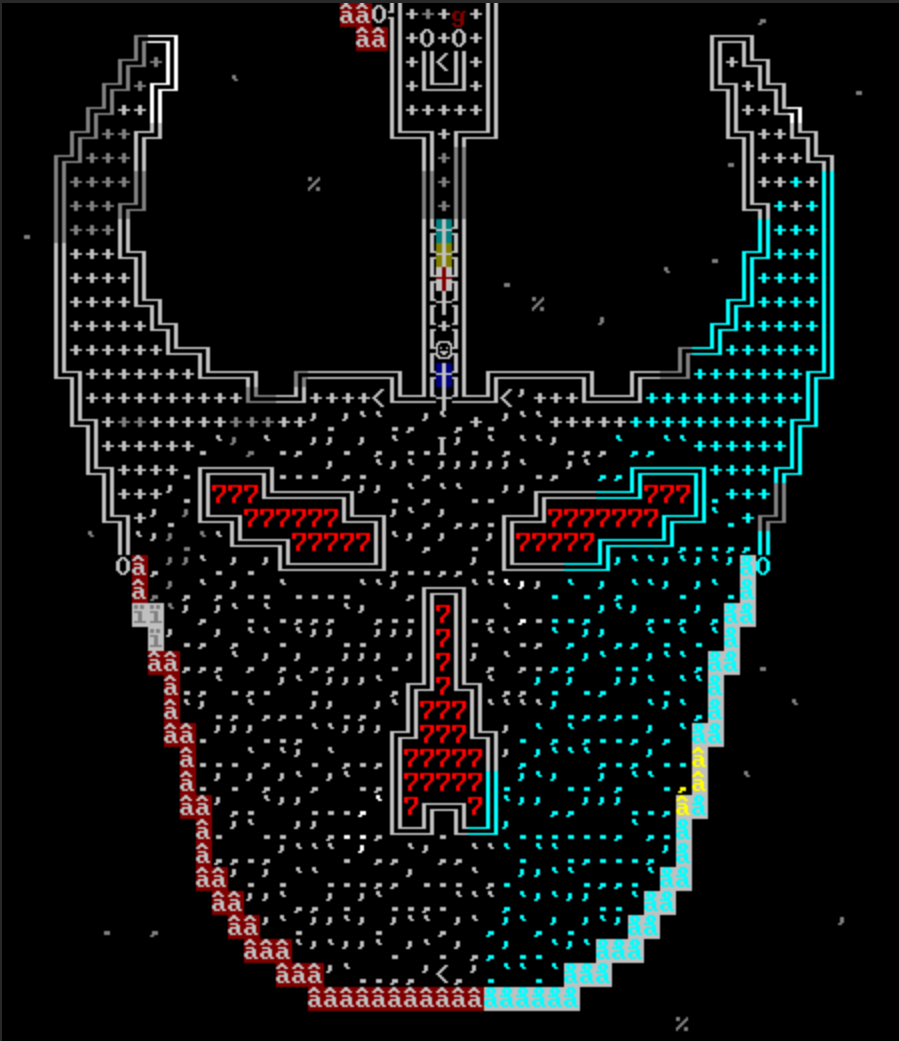


Title: **Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2011, 08:55:35 pm**

**Rashinod Okbodgeshud**  
**Deathgate the Doom-Fortress**



*"Welcome to Deathgate, home of the Doom Burger, can I take your order?"*

Now on TvTropes! (<http://tvtropes.org/pmwiki/pmwiki.php/DwarfFortress/Deathgate>)  
Now has a sequel, Murdermachines (<http://www.bay12forums.com/smf/index.php?topic=121407.0>)!

**Quotes:**

Quote from: AnimaRytak

I've really run this fort into the ground. Half the military is dead or insane from the horrors of hell, six or so forsaken beasts are locked away in the caverns, the road into Deathgate has been painted with troll blood, we've slaughtered about 400 innocent animals via liberal application of a boot to the ass, a deer with its liver hanging out of its chest after two siege bolts to the face is still scaring the piss out of people using the old doom-bridge, and we have about a dozen ghosts routinely harassing our dwarves since I can't find or reach their corpses. As I speak, lava is pouring down the side of the mountain in the hopes it burns some of those damned goblins sieging us to death or at least drives them towards the troll-blood bridge. On the flip side, Armok's temple is almost complete and we've stolen enough goods from the humans to piss them off for a good decade.

Quote from: Narquлие

Holy clusterf\*\*k Batman!

Quote from: noodle0117

I might need a bit more time getting the update up, since my computer literally crashed from the sheer amounts of gore, death, and dwarven engineering awesome.

Quote from: Blade Master Model 42

This is an artifact fortress. All craftdwarfship is of the maddest quality. It is adorned with rings of text. It menaces with spikes of animals. It is decorated with adamantine awesome. On the fortress is an image of Overseers in demon blood. The Overseers are cackling insanely. On the Fortress is an image of animals and CPU. The animals are milling about. The CPU is in the fetal position. On the fortress is an image of the BATTERY and physics. The Battery is producing power from nothing. The physics is weeping. On the Fortress is an image of dwarves and demons. The dwarves are striking menacing poses. The demons are decomposing. On the fortress is an image of dead cats in cat bone. The cats are self-referential.

Quote from: scaliper

Dear god...this place looks like it's been designed by multiple particularly sadistic madmen.

Quote from: Mitchewawa

I mined out a moderate sized area above the stairway to hell in order to have enough rocks to fuel my insane architectural boner.

Quote from: Blade Master Model 42

I love how the preface of nearly every starting post after the first few turns are always something along the lines of, "This place makes no sense at all."

Quote from: kefkakrazy

I had an update ready, but I wound up... well, I accidentally our entire military,

**Introduction:**

Welcome to Deathgate, the Doom Fortress. It is here that we, the Death-Hammers' of Wrath, in the name of The Basement of Murder, have created a glorious fortress in the name of Fistmachines, the mountainhome. Guided by our ancestors, we created this settlement in the spring of 751. In the years that have followed, we have been lead by numerous overseers; some of them paragons, others were tyrants. With sweat and blood, sinew and muscle, stone and clay, we have created a fortress in this hellish world. Despite the danger and insanity, Deathgate remains the safest fortress for Dwarvenkind. Regardless of the hardships and struggles, we have continued to strive towards our sacred duty. And that task given to us by our gods and our ancestors was to pierce into the bowels of the Earth, enter the realm of the demons, subjugate their wretched race, and conquer hell.

In this, we shall not fail.

**Information:**

Dwarf Fortress v. 31.25  
Unmodded

**Rules:**

- 1. Each player has one in-game year to run the fortress.
- 2. There is no time limit on how long you have, but please keep the time frame reasonable. If you take excessive amounts of time, you may be skipped.
- 3. Once the previous players turn ends, you have 48 hours to begin your turn.
- 4. **Try** not to kill the fortress.

**Succession List:**

*Attention. New Overseer registrations are now closed. We are, however, taking registrations for overseers on Deathgate II.*

- 1. AnimaRytak - Start 05/11/2011 - End 05/14/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2263677#msg2263677>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2263852#msg2263852>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2269263#msg2269263>)
- 2. noodle0117 - Start 05/14/2011 - End 05/16/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2269666#msg2269666>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2271536#msg2271536>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2271974#msg2271974>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2273097#msg2273097>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2274451#msg2274451>)
- 3. wlerin - Start 05/16/2011 - End 05/18/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2276242#msg2276242>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2277934#msg2277934>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2278049#msg2278049>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2278996#msg2278996>)
- 4. Blade Master Model 42 - Start 05/18/2011 - End 05/26/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2279093#msg2279093>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2279154#msg2279154>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2281540#msg2281540>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2283846#msg2283846>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2288591#msg2288591>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2292607#msg2292607>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2294493#msg2294493>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2297893#msg2297893>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2297972#msg2297972>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2299996#msg2299996>)
- 5. Neyvn - Start 05/26/2011 - End 06/07/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2300285#msg2300285>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2302079#msg2302079>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2312745#msg2312745>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2319305#msg2319305>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2332743#msg2332743>)
- 6. Narqule - Start 06/07/2011 - End 06/16/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2341223#msg2341223>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2347108#msg2347108>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2350021#msg2350021>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2359581#msg2359581>)
- 7. Tryrar - Started 06/16/2011 - End 06/18/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2361776#msg2361776>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2364274#msg2364274>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2364686#msg2364686>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2364912#msg2364912>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2366064#msg2366064>)
- 8. Dariush - Start 06/22/2011 - End 06/27/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2386846#msg2386846>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2389248#msg2389248>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2389470#msg2389470>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2391525#msg2391525>)
- 9. AnimaRytak - Start 06/27/2011 - End 07/01/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2393147#msg2393147>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2395904#msg2395904>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2397975#msg2397975>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2400893#msg2400893>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2404284#msg2404284>)
- 10. noodle0117 - Start 07/01/2011 - End 07/10/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2413481#msg2413481>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2418218#msg2418218>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2419364#msg2419364>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2424777#msg2424777>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2424886#msg2424886>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2429822#msg2429822>)
- 11. Blade Master Model 42 (Second Turn) - Start 07/18/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2454684#msg2454684>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2456938#msg2456938>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2460155#msg2460155>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2464868#msg2464868>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2466671#msg2466671>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2470521#msg2470521>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2470733#msg2470733>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2475122#msg2475122>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2480864#msg2480864>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2486283#msg2486283>) 11 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2489198#msg2489198>) 12 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2489755#msg2489755>) 13 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2490139#msg2490139>) 14 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2495744#msg2495744>) 15 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2501493#msg2501493>) 16 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2502152#msg2502152>)
- 12. Ignatzami - Start 08/07/2011 - End 08/12/2011:1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2511987#msg2511987>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2518151#msg2518151>)
- 13. Narqule - Start 08/13/2011 - End 08/17/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2533626#msg2533626>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2543172#msg2543172>)
- 14. AnimaRytak - Started 08/31/2011 - Ended 09/11/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2579586#msg2579586>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2581846#msg2581846>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2582066#msg2582066>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2586584#msg2586584>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.630>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2590077#msg2590077>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2590996#msg2590996>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2595803#msg2595803>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2597054#msg2597054>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2599164#msg2599164>) 11 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2601503#msg2601503>) 12 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2605822#msg2605822>)
- 15. Scaliper - Started 09/11/2011 - Ended 09/28/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2608377#msg2608377>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2618660#msg2618660>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2646185#msg2646185>)
- 16. SethCreiyd - Started 09/29/2011 - Ended 09/17/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2654981#msg2654981>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2672571#msg2672571>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2663159#msg2663159>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2672571#msg2672571>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2690806#msg2690806>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2692789#msg2692789>)
- 17. Ovg - Start 10/18/2011 - End 10/23/2011 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2694276#msg2694276>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2699019#msg2699019>)



18. Alex the Destroyer - Started 10/30/2011 - Ended 12/03/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2722421#msg2722421>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2723167#msg2723167>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2730457#msg2730457>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2756765#msg2756765>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2766292#msg2766292>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2778383#msg2778383>)

19. Mitchewawa - Started 12/04/2011 - End 12/28/2011: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2809779#msg2809779>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2810193#msg2810193>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2812808#msg2812808>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2815728#msg2815728>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2822355#msg2822355>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2824175#msg2824175>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2836750#msg2836750>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2842294#msg2842294>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2846069#msg2846069>) 11 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2848691#msg2848691>) 12 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2851161#msg2851161>) 13 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2856546#msg2856546>) 14 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2860879#msg2860879>)

20. Eldes - Started 01/09/2012 - Ended 01/11/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2893854#msg2893854>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2895402#msg2895402>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2897518#msg2897518>)

21. Eoganachta - Started 01/19/2012 - Ended 01/25/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2915451#msg2915451>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2915508#msg2915508>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2917264#msg2917264>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2917976#msg2917976>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2922740#msg2922740>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2927564#msg2927564>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2930633#msg2930633>)

22. Mobotium - Started 01/27/2012 - Ended 02/05/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2936623#msg2936623>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2941803#msg2941803>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2944750#msg2944750>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2950309#msg2950309>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2953501#msg2953501>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2957827#msg2957827>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2960189#msg2960189>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2960466#msg2960466>)

23. ThatAussieGuy - Started 02/05/2012 - Ended 02/08/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2961707#msg2961707>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2961859#msg2961859>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2967112#msg2967112>)

24. kefkakrazy - Started 02/09/2012 - Ended 02/22/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2969146#msg2969146>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2969680#msg2969680>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2970798#msg2970798>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2972389#msg2972389>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2973193#msg2973193>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2980695#msg2980695>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2982411#msg2982411>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2989304#msg2989304>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2993844#msg2993844>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3006115#msg3006115>) 11 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3021261#msg3021261>)

25. gunpowdertea - Started 02/25/2012 - Ended 03/09/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3031758#msg3031758>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3040010#msg3040010>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3056398#msg3056398>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3074068#msg3074068>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3077289#msg3077289>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3077736#msg3077736>)

26. Teh\_Idort - Started 03/09/2012 - Ended 03/23/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3079911#msg3079911>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3082467#msg3082467>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3093990#msg3093990>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3104035#msg3104035>) (Save Corruption, Revert to previous save.)

27. Blade Master Model 42 - Started 04/02/2012 - Ended 04/13/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3153859#msg3153859>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3159359#msg3159359>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3168528#msg3168528>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3176810#msg3176810>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3183149#msg3183149>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3188801#msg3188801>)

28. Scaliper - Started 04/13/2012 - Ended 05/16/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3194766#msg3194766>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3197196#msg3197196>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3239963#msg3239963>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3260339#msg3260339>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3288777#msg3288777>)

29. NCommander - Started 05/17/2012 - ended 07/02/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3292051#msg3292051>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3326961#msg3326961>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3328853#msg3328853>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3338463#msg3338463>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3338871#msg3338871>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3350494#msg3350494>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3351007#msg3351007>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3360052#msg3360052>) 9 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3395050#msg3395050>) 10 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3411872#msg3411872>) 11 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3411948#msg3411948>) 12 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3418557#msg3418557>)

30. Eldes - Started 07/02/2012 - Ended 07/18/2012 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3423371#msg3423371>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3436135#msg3436135>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3450256#msg3450256>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3456690#msg3456690>)

31. Velard - Started 07/19/2012 - Ended 08/26/2012 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3461176#msg3461176>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3467396#msg3467396>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3469019#msg3469019>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3499514#msg3499514>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3523910#msg3523910>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3540070#msg3540070>)

32. wlerin - Started 08/25/2012 - Ended 09/22/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3575646#msg3575646>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3577696#msg3577696>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3598340#msg3598340>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3631281#msg3631281>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3631626#msg3631626>)

33. ThatAussieGuy - Started 09/23/2012 - Ended 09/29/2012 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3632526#msg3632526>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3636187#msg3636187>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3649912#msg3649912>)

34. AnimaRytak - Started 10/05/2012 - Ended 12/13/2012: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3669861#msg3669861>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3672192#msg3672192>) 3 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3703056#msg3703056>) 4 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3710627#msg3710627>) 5 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3753758#msg3753758>) 6 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3762984#msg3762984>) 7 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3862650#msg3862650>) 8 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3871774#msg3871774>) Epilogue (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3889963#msg3889963>)

**Dorf-inator:**

Name:  
Job Name:  
Profession:  
*Dorfing is done on a first come, first serve basis.*

**Fan Contributions**

*Chief Medical Dwarf's Journal* by The Mad Fool: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2691259#msg2691259>)  
*Deathgate Timeline* by Noodle0117: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2707895#msg2707895>)  
*Doom Shirts* by Urist McUrist the Fourth: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2775675#msg2775675>)  
*The\_Idort's Expedition*: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2974384#msg2974384>)  
*Deathgate in Minecraft from Gentleman Raptor*: 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3277017#msg3277017>) 2 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3277044#msg3277044>)  
*NCommander's Demon-Lord Hunt* 1 (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3673094#msg3673094>)

**Notable Screens:**

BATTERY (<http://i593.photobucket.com/albums/tt12/noodle0117/Screenshot2011-05-16at085925.png?t=1305556275>)  
Paindeer (<http://img.photobucket.com/albums/v421/Rytak/paindeerredux.png>)  
Temple of Armok (<http://img.photobucket.com/albums/v421/Rytak/finishedarmok.png>) 2 ([http://img.photobucket.com/albums/v421/Rytak/screenshot09082011\\_161143313.png](http://img.photobucket.com/albums/v421/Rytak/screenshot09082011_161143313.png)) 3 ([http://img.photobucket.com/albums/v421/Rytak/screenshot09082011\\_161150105.png](http://img.photobucket.com/albums/v421/Rytak/screenshot09082011_161150105.png))  
Our Goblin Pet "Bitey" (<http://i1093.photobucket.com/albums/i434/AusDorf/Timber17-Suckstobethisgoblin.jpg>)

**Current Save:**

Download (<http://dffd.wimbli.com/file.php?id=7218>) - Updated December 13rd, 2012

Title: **Re: Deathgate (Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2011, 08:55:53 pm**

*The following is an entry from Ducim "AnimaRytak" Daklogem, founder of Deathgate.*

751, Age of Fairy Tails

"We have learned the truth. All of us have. Since the creation of this world by the Ancient ones, it has served as a prison for creatures incomprehensible to us. Deep beneath our feet, surrounded by slade and the most precious of metals, they continue to claw at their prison. Creatures from the primordial era that even Armok himself could not vanquish. It is our destiny to be their jailers. It is our destiny to beat them into submission!"

That's what the stark raving mad dwarf told me as I left Fistmachines, the mountainhome (Armok knows why they named it that...). The poor hooplehead went insane a few years back after he failed to make some donkey bone ring. Apparently he couldn't find one bit of cat leather in the entire mountainhome. Afterwards the elf-lover shaved his beard, yes he shaved his god damn beard, and started running around the halls naked. Needless to say, we don't let him in the dining room anymore.

Well, back on topic.

The year is 751 and, for the glory of our civilization, the Basement of Murder (seriously, were all our ancestors strung out on kobold bulbs?), we of the Death-Hammers of Wrath have been chartered to found a new outpost to the north, in the region called the Windy Plane.

*Attached is a map of the Violent Continents. An X points out the location of the new fort.*



According to the charter we've been given, the area has iron, flux stone, and aquifer, and a armok-damned volcano. Yeah, a volcano. The aquifer is bad enough, but a volcano? I pray that Armok is merciful...

*Attached is an inventory list taken after arrival.*

(copper picks	2	)	4	4
(iron anvil)			1	0 0
(dwarven ale	2	1	2	
(dwarven wine	2	1	2	
(dwarven beer	2	1	2	
(plump helmet spawn	6	)	1	
(pig tail seeds	6	)	1	
(cave wheat seeds	6	)	1	
(sweet pod seeds	6	)	1	
(rock nuts	7	)	1	
(dimple cup spawn	6	)	1	
(water buffalo sweetbread	1	6	2	
(cave lobster	1	6	2	
(plump helmets	1	6	4	
(pig tail fiber bags	3	)	2	0
(pig tail fiber ropes	5	)	2	0
(palm training axe)			1	7
(copper cage)			2	0

In addition to these stocks, we've departed with 5 cats, 5 dogs, and 5 turkeys. Dwarf wise, we have two miners who double as masons, a all purpose craftsman, and a metalworker. As for myself? I'm a jack of all trades, I'm the broker, the bookkeeper, and the manager.

Truthfully, I really don't feel good about this trip. I've lived in Fistmachines my entire life. Given the choice, I'd much rather sit on my ass guzzling strawberry wine and eating bat rays. But with some 60% unemployment and a lack of mineral wealth in the mountainhome, I have little choice. Still, I guess I can make the best of this. This place shouldn't be too bad. I bet there's gonna be some sweet tail at...


You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Ushat Ushat. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is spring now. Enough time to delve secure lodgings, ere the wolves get hungry. A new chapter of dwarven history begins here at this place. Rashinod Okbodneshud. \*Deathgate the Doom-Fortress\* Strike the earth!

Armok damn it!

Title: **Re: Deathgate (Succession Game)**  
Post by: **Lethal Dosage** on **May 11, 2011, 09:02:49 pm**

I'd like to sign up  
Dorf: Turdbeard  
Job Name: Stone Worker  
Profession: Mason

Title: **Re: Deathgate (Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2011, 09:07:54 pm**

Click:  
 (http://img.photobucket.com/albums/v421/Rytak/Turdbeard.png)

Good birth year!


Title: **Re: Deathgate (Succession Game)**  
Post by: **Lethal Dosage** on **May 11, 2011, 09:14:32 pm**

Oh dear, he has poor memory AND creativity. That can't be good.

Title: **Re: Deathgate (Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2011, 10:13:48 pm**

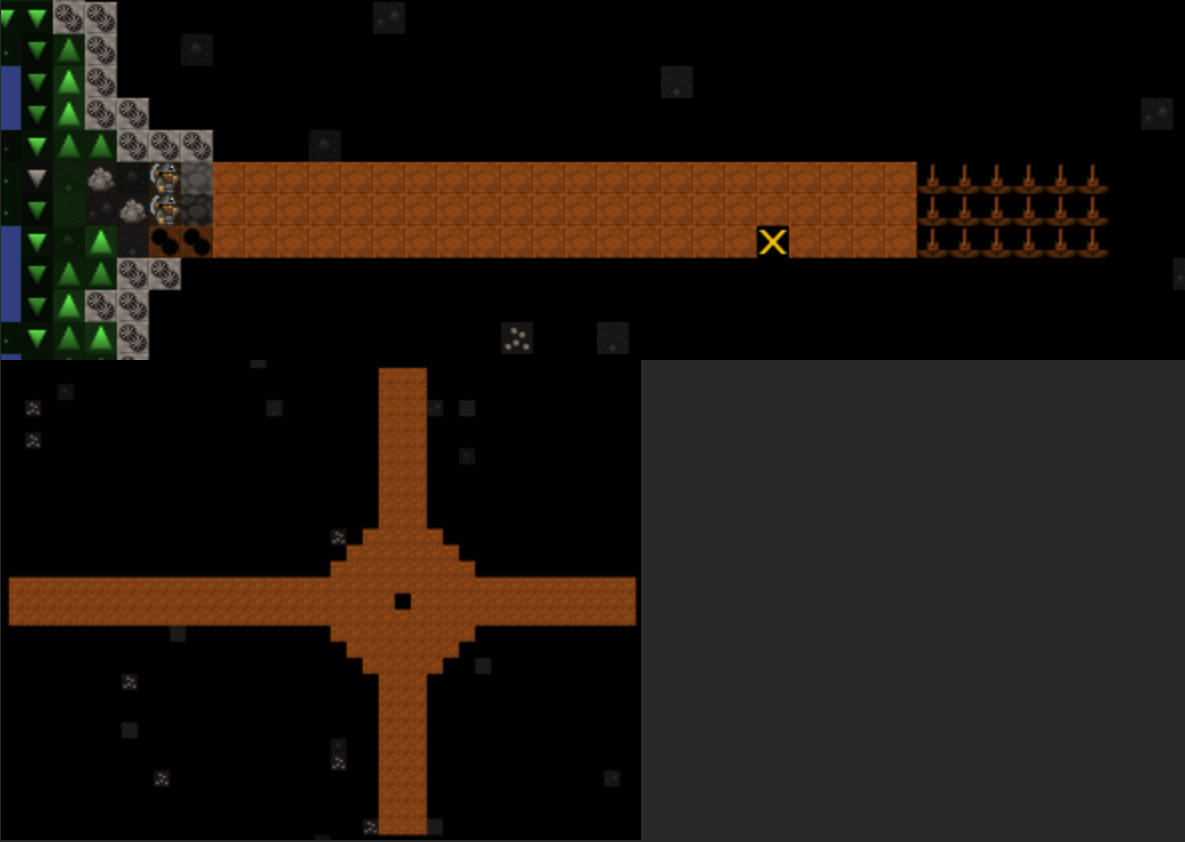
My urge to play is a bit high, so I've started putting down the essentials. There's still 5 dorfs available for whoever wants them. Plus whoever wants turn two and three and so on.  
---  
**1st Granite, 751**

Well, it's too late to leave now, the boys back home would probably have us hammered to death if we came back. So Deathgate is now our home. Despite my intense dislike for the outposts name, things don't seem too awful. The spring thaw is upon us, and although the pools are still frozen, the snow has started to melt, making our job much easier. I've taken a survey of the place and made some sketches of the area. Their a bit rough, I think the idea is present.

Click:  
 (http://img.photobucket.com/albums/v421/Rytak/roughsketch.png)

The wild life is non existent at the moment, but I saw two deer humping each other down the mountain a ways. Compared to the stories of skeletal mountain goats and blood-thirsty elephants, no wild life is almost a blessing.

I order all of our animals caged, except for the two yak who are set out in an open area to graze. I instruct the dwarves to deconstruct the wagon, designate a group of trees to be cut, order carpenters workshop to be built, and the entrance to our fortress to be dug out. One of our two stoneworkers, who insists on being called "Turdbeard", gets right to work. I don't ask why he insists on being called that. Honestly, I don't want to know.



I'm not sure where the aquifer is at, but I figure digging into the obsidian is a safe-bet. For now, the main junction will serve as our dormitories, our dining room, meeting hall, stockpile, and my office. At least until we can get a farm up and working. I don't plan on starving to death before we get some nice dwarf tail to emigrate here.

10th Slate, 751

We've gotten all of our supplies underground, essential workshops have been constructed, and some dining area has been put down. With everything safe and secure, I set about to getting our farms up. I've ordered our metal worker to do all of our mechanic work. In the mean time, I've taken to updating our stockpile records. I probably should get around to learning the names of the rest of the group. But alas, I can't resist the urge to count everything. I'll figure out everyone's name later on, once we get a guaranteed food source.

Title: **Re: Deathgate (Succession Game)**  
Post by: **noodle0117** on **May 11, 2011, 10:51:37 pm**

I'd like to take a position here as well.  
We are using 31.25 right?

Title: **Re: Deathgate (Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2011, 10:56:49 pm**

Quote from: noodle0117 on May 11, 2011, 10:51:37 pm  
I'd like to take a position here as well.  
We are using 31.25 right?

Correct, unmodded 31.25. Specifically I'm using this one here (<http://dff.d.wimbli.com/file.php?id=2431>).  
  
Do you want turn two or just dorfed? (Or both)

Title: **Re: Deathgate (Succession Game)**  
Post by: **wlerin** on **May 12, 2011, 12:17:38 am**

I'd like a turn, as well. Dorfed as Irony... or I can dorf myself later. Actually that might be best.

Title: **Re: Deathgate (Succession Game)**  
Post by: **AnimaRytak** on **May 12, 2011, 12:26:50 am**

Quote from: wlerin on May 12, 2011, 12:17:38 am  
I'd like a turn, as well. Dorfed as Irony... or I can dorf myself later. Actually that might be best.

Assuming noodle is taking turn 2, that will leave you at turn 3. Any professions you'd like dorf'd or set aside for dorfing?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 12, 2011, 03:41:15 am**

Engraver or mason.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 12, 2011, 03:55:02 am**

Quote from: wlerin on May 12, 2011, 03:41:15 am  
Engraver or mason.

Alright. We have two miner/mason/engravers. One is taken, the other is open. I'll set the other aside for you. (Assuming another one doesn't pop up during a migration wave later on. Or I can name him now, up to you.)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 12, 2011, 01:20:58 pm**

Go ahead and name him.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 12, 2011, 02:32:19 pm**

Quote from: wlerin on May 12, 2011, 01:20:58 pm  
Go ahead and name him.



Spoiler (click to show/hide)

Irony Moruloltar has been ecstatic lately. She talked with a friend lately. She dined in a good dining room recently. She admired a fine Floodgate lately. She had a pretty decent drink lately. She slept without a proper room recently. She had a fine drink lately. She has complained of the lack of chairs lately. She has been satisfied at work lately. She is a worshipper of Mistem Pillarlute and a worshipper of Nirmek Blockedhelpful. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is seventy-four years old, born on the 20th of Sandstone in the year 676. Her copper eyes are somewhat narrow. She is weak. Her very long hair is braided. Her teeth are tangled. Her lips are thick. She has an angular chin. Her nose is somewhat broad. Her ears are somewhat broad. Her hair is pale taupe. Her skin is cinnamon. She is very flimsy and very weak. Irony Moruloltar likes marble, lay pewter, cherry opal, clear glass, bilou bone, alpaca wool, the color aqua, bucklers, backpacks and common skates for their flat bodies. When possible, she prefers to consume dwarven wine. She absolutely detests large roaches. She has a great deal of patience, a good intellect and a feel for music, but she has bad intuition and a little difficulty with words. She is comfortable in social situations. She doesn't handle stress well. She tends not to openly express emotions. She admires tradition. She is modest. She is confident. She dislikes contracts and regulations. She always takes a deep breath whenever she is surprised. She gnaws her cheek when she is annoyed. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. A short, sturdy creature fond of drink and industry.

Also, there's three dwarves left for dorfing. Bomrek Gidthurkilrud, our butcher/planter/cook. Iral Nomalnebel, our carpenter/woodcutter/wood burner/woodcrafter, stonecrafter/bone carver. And Kol Imushzatam, the Furnace operator/weaponsmith/armorsmith/metalsmith/blacksmith/mechanic. I'd like to get them dorfed before I continue, since without skeletal mountain goats punting dorfs into magma, I need dwarf interaction to make things interesting. Plus I don't wanna end my turn without someone guaranteed to have next.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 03:02:26 am**

5th, Hematite, 751

Summer is upon us, and our farm area has been irrigated. Sekra, our brewer, and our cook are tilling the fields while Turdburger and Irony dug out a food storage stockpile across from the farm. Once thats done, I'll get around to having some rooms and a dining hall dug out. I've also ordered a large gate constructed a little bit back from our entrance. Even though the wildlife here is pretty tame, I'd like to be safe.

24th, Malachite, 751

Farms are up and fresh crops are growing as I write this. Enough rooms have been dug out for 10 dwarves, which is good because we just got our first match of migrants. Four came in this wave. The only notable immigrant is a master butcher.

4th, Galena, 751

The first stock of our own brew was made yesterday. To celebrate the occasion, we partied throughout the night. I must've drank too much since this morning I... I uh...

...Woke up next to the carpenter. I'm not proud of it, but she keeps waving at me in the halls. I've been trying to avoid her, but since my office is in the hall still, I'm fairly trapped.

In less disturbing news, I've ordered a trade depot constructed. Since the carpenter, who is also our stonecrafter, will harass me constantly, I've decided to keep her busy and make useless trinkets to trade this autumn.

1st, Limestone, 751

Summer is over, and I must say it was quite uneventful. The quick expansion has bogged down our few dwarves and a good portion of the mining work goes unfinished. My goal is to get the bare essentials up and running before years end. The hoopleheads back at the Fistmachines will probably send my replacement once spring breaks. Goodness knows none of their pampered asses could get an outpost up and running to save their beards. But, none the less, I have to keep working else they'll send a hammerer to, well, hammer me.

4th, Sandstone, 751

More migrants! This is good, because there's still a bunch of hauling work to be done. Sorry Atir, you may be an accomplished siege engineer back in Fistmachines, but now your hauling rocks!

27th, Sandstone, 751

Finally dug out the last of the stockpiles for now. Still haven't given myself an office.

15th, Timber, 751

Finally got an office. Bout armokdamn'd time!

On another note, nothing interesting has happened. I expect the trade caravan any day now though... Speak of the devil! The merchant caravan from Fistmachines has arrived. I trade a boatload of rock crafts for some food, booze, some leather, a box of cloth, and a steel bar.

After a few hours, the liason finally comes to see me. The meeting starts off normal enough.

Ingish Mingkilbim: I am your liaison from the Mountainhomes. Let's discuss your situation.

I request mostly food and drink, along with some wood. He gives me a list of exports for us to focus on.

Good	Price	Priority
windows	178	--101
goblets	206	---10
seeds	125	101--
crutches	133	101--
shields/bucklers	162	-101-
leather earrings	142	-101-
large gems	185	--101
fish	153	-101-
green glass musical instruments	206	---10
meat	192	---10

Just before he leaves, he pushes an envelope into my hands and leaves without another word. It's addressed to me and it comes straight from the top echelon of the Mountainhome. I don't think much of it. But as I pull out the paper and begin to read it, my blood runs cold.

Spoiler (click to show/hide)  
To the Overseer of Deathgate,

Greetings Overseer. Assuming this message has reached you and you are alive, then the settlement of the Windy Plane has been successful. As such, you are hereby ordered to take up a task at the behest of the mountainhome, for the glory of all dwarvenkind.

By decree of the tribunal of The Basement of Murder, you are hereby ordered to recruit, train, and outfit an elite standing army. Following this, you and your men are to dig deep into the heart of the earth, underneath the great magma sea, and breach the domain of the demons. You must conquer an area beneath Deathgate and construct a fortress for our people to launch further incursions against the unholy hell spawn.



Failure to do so will result in the fall of all dwarvenkind. Failure is not an option.

Armok bless you.

Signed,  
The Tribunal

The madman... he was right... My hands trembled as I stuff the letter in my desk. Dig deeper? Are they crazy? I'll do no such thing. There are stocks to be compiled. Yes, stocks.

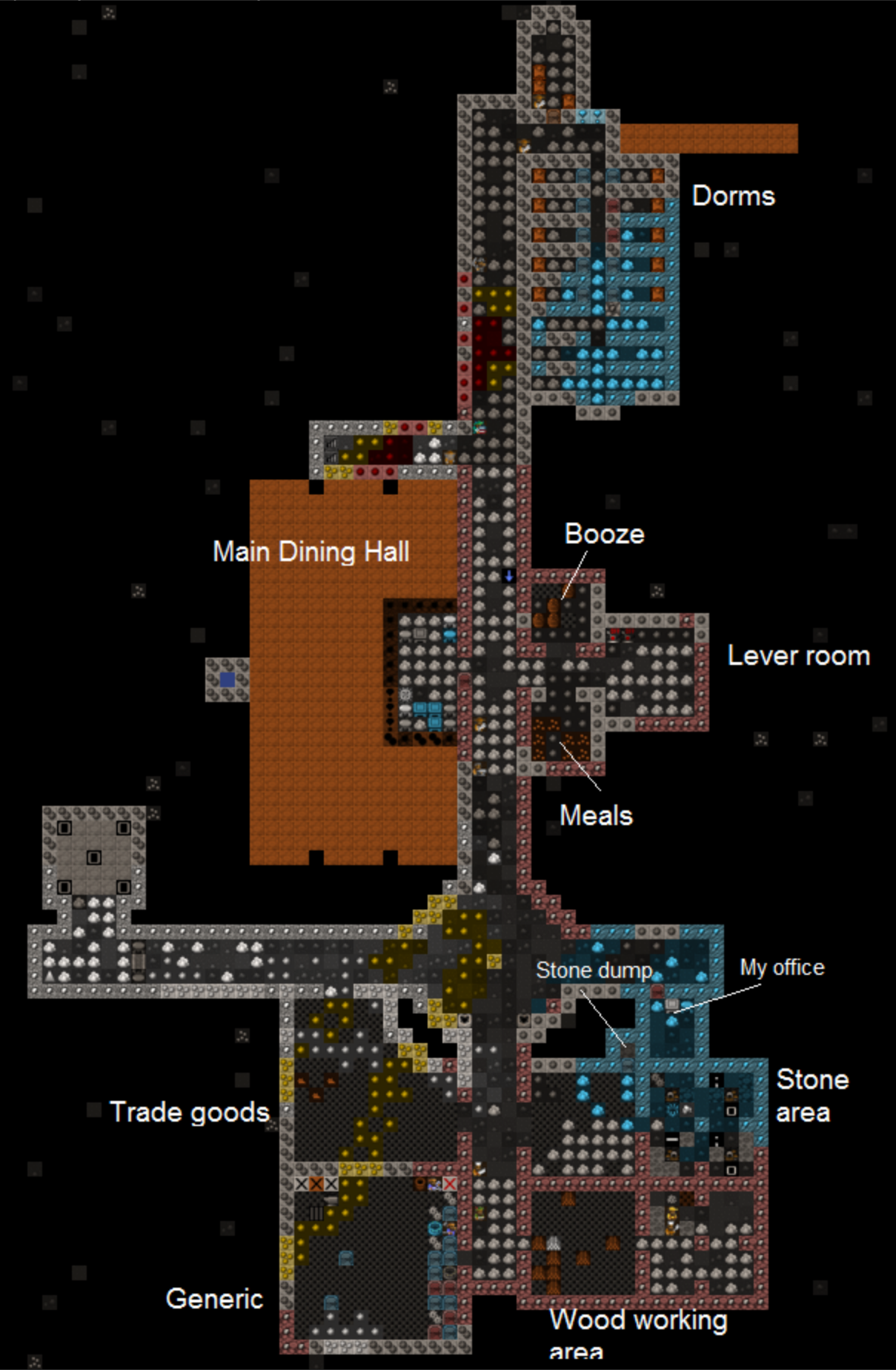
Winter, 751

Must not go to the circus.... Must not let out the clowns...  
Must not go to the circus.... Must not let out the clowns...  
Must not go to the circus.... Must not let out the clowns...

*This continues on for 30 pages.*  
-----

The last pages of the journal contain a map of the fortress with annotations. There are no further entries from AnimaRytak. Other information gathered indicates he became reclusive and focused soley on his work. He was replaced as overseer in Spring of 752.

*Attached is a map of the upper floor of the fortress.*  
[Spoiler](#) (click to show/hide)



*Attached is a map of the farm area of the fortress.*  
[Spoiler](#) (click to show/hide)



-----  
And my turn is over.

The levers in the lever room are marked with the Notes menu. But for a quick reference, left is the door by the trade depot, right is the drawbridge out front. I extended it out in case someone feels like putting up an entrance tower later on. The door near the stone stockpile is for forbidding the stone in the dump easily, so if you wanna make one type of item, you dont have to forbid and reclaim.

Lastly, yes, the goal sent to us by the mountain home is the goal for this fortress. "Deathgate" is a literal name.

Anyways, save is here: <http://dffd.wimbli.com/file.php?id=4379> (<http://dffd.wimbli.com/file.php?id=4379>)

I believe Noodle has the second turn.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 14, 2011, 04:03:33 am**

I'd like dorfing and a turn, if you'd be so kind. I want to be part of an epic succession game!

Name: BladeMaster  
Job Name: Limb remover  
Profession: Militia Captain/swordsdwarf

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 04:38:08 am**

Quote from: Blade Master Model 42 on May 14, 2011, 04:03:33 am

I'd like dorfing and a turn, if you'd be so kind. I want to be part of an epic succession game!

Name: BladeMaster  
Job Name: Limb remover  
Profession: Militia Captain/swordsdwarf

Hopefully noodle (or wlerin) gets a military up and running. There's plenty of dwarfs for the dorfing though. You've been scheduled for turn 4 (roughly). Noodle never replied back so I haven't put down any hard numbers yet. I'll shoot him a PM to make sure he still interested.

Also, I'll make a dorf list on the first post, so the current player knows who needs dorfed and who's been dorfed or needs a redorf.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 14, 2011, 07:37:45 am**

I got the PM, and I'll be starting soon.  
I've played and made a fairly strong fortress while using the fortress defense mod, but I've never played against demons before, so I might just leave the Hell breaching activity for someone else.  
  
I'll be dwarfing myself.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 07:42:16 am**

Quote from: noodle0117 on May 14, 2011, 07:37:45 am

I got the PM, and I'll be starting soon.  
I've played and made a fairly strong fortress while using the fortress defense mod, but I've never played against demons before, so I might just leave the Hell breaching activity for someone else.

I'll be dwarfing myself.

That's fine. In fact I'd rather wait until like, turn 10+ to breach hell.

Of course it all depends on how we do it. Do we send 50 adamantium clad, danger-room trained, druken zealots into hell or just make a giant spear hallway? Or do we wanna play fair and not use "gamey" tactics. I'm fine either way as long as the result is something bloody and epic.

And as long as their's doom burgers when we're done.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 14, 2011, 08:44:12 am**

Hope you don't mind if I use vanilla because that's how I'm used to playing, plus I play with a mac.

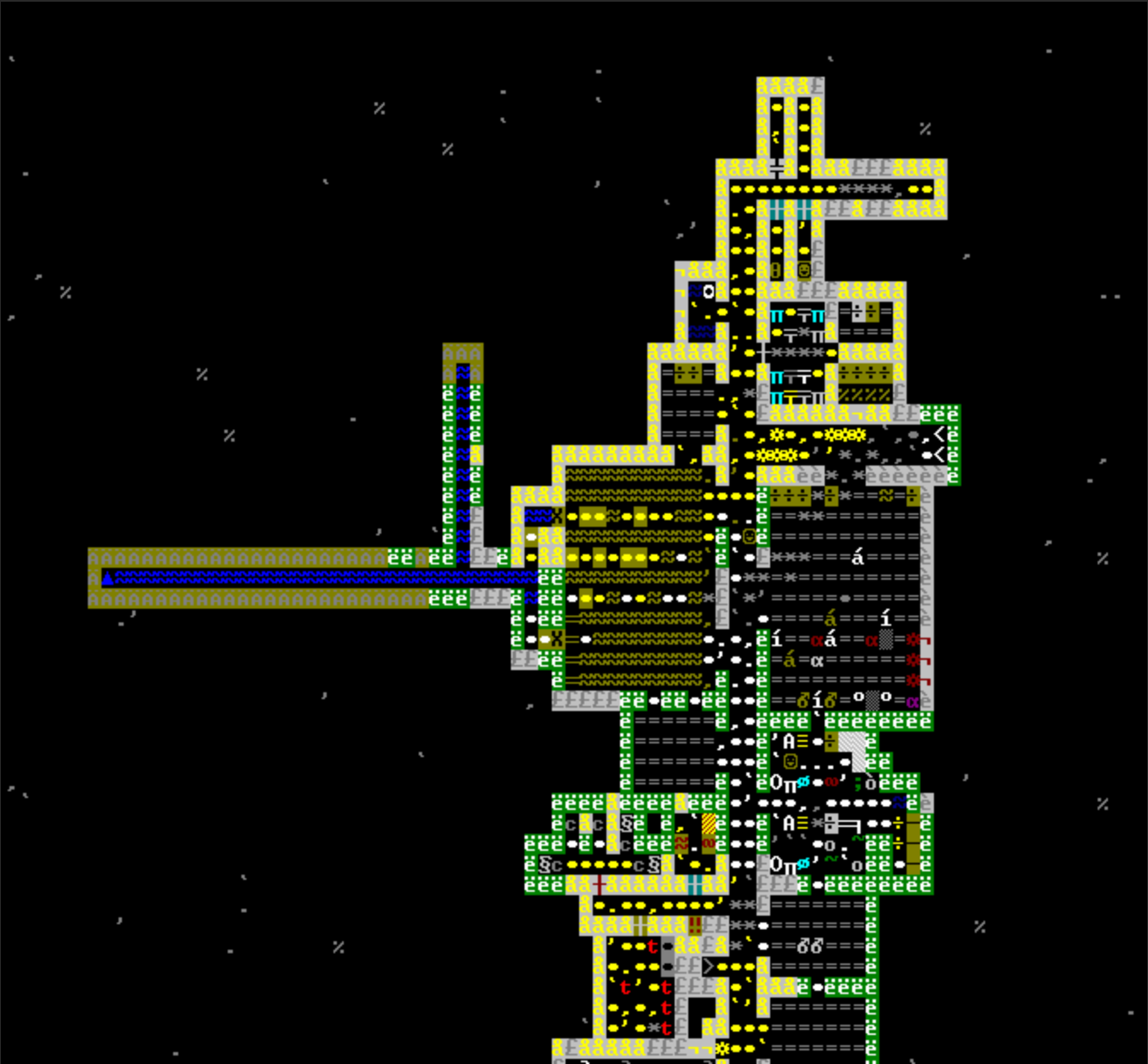
Nice volcano btw.  
It'll be plenty useful.  
Plenty useful indeed...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 14, 2011, 09:36:45 am**

**Spring 752**

From the Diary of Noodle, Mechanic and Fortress Overseer

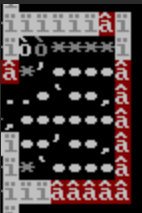
Today, the role of Fortress Overseer has been handed to me. The previous overseer, AnimaRytak, seems to have subsided into an unusually silent and unexpressive state while occasionally muttering about "œclowns" and the "circus" whenever he is angry. He still makes a fine broker/manager/bookkeeper, so we can still keep him around, but his reluctance to trusting others makes me somewhat wary about what exactly happened during his reign.



Anyways, now that I'm in rule, things are going to change now. First of all, this place is a mess. The hallways are crowded with boulders, the farms are littered with rocks, and the bedrooms literally have stones for pillows. Luckily, AnimaRytak has prepared a nice little 1X1 storage room for any trash we don't want, so for now, I'll be designating hauling jobs for everyone, "œyes you too AnimaRytak, as much as you'd rather shut yourself in your room counting the number of plump helmet seeds."



Understanding the importance of a proper meeting hall, I leave TurdBeard and Irony to their current task of hollowing out the dining room. Once they™re finished with that job, I™ve made sure to keep em busy by designating the task of digging out extra storage space for our raw materials.



The inner and outer bridges that link our fort to the outside world have also been properly aligned to their right levers, so with those tasks set up and my fellow dwarves busy hauling piles and piles of stone away, I feel like I™ve done enough for the day so I™ll just retire to my room for a nice little snooze.

Now if only I knew what was irking out AnimaRytak so much...

[Spoiler](#) (click to show/hide)  
It's currently night time where I live, so it's gonna be a few more hours before I can get up another update.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 09:47:37 am**

Quote from: noodle0117 on May 14, 2011, 09:36:45 am  
I™ll be designating hauling jobs for everyone, œyes you too AnimaRytak, as much as you™d rather shut yourself in your room counting the number of plump helmet seeds.œ

Tyrant! Rebellion! Anarchy!

I always end up turning off my leader's hauling skills, otherwise I'd never get the little bastard to trade. Even without hauling on its a pain. He really, really, really likes updating his stocks.

Also you can go ahead and change his profession title to something like, "Unhinged Founder". I think I had it set to "Leader" and forgot to change it.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 14, 2011, 09:52:01 am**

Quote from: AnimaRytak on May 14, 2011, 04:38:08 am  
Hopefully noodle (or wlerin) gets a military up and running.

What's a military?

>\_> <\_<

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 14, 2011, 10:56:22 am**

Quote from: wlerin on May 14, 2011, 09:52:01 am  
What's a military?  
>\_> <\_<

It's a select few dwarves chosen from the populace to act as the first ones to die before the inevitable downfall of the mountain home.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 11:13:05 am**

Quote from: noodle0117 on May 14, 2011, 10:56:22 am  
Quote from: wlerin on May 14, 2011, 09:52:01 am  
What's a military?  
>\_> <\_<  
It's a select few dwarves chosen from the populace to act as the first ones to die before the inevitable downfall of the mountain home.

Dwarfy.

Also, is it just me, or do we not have a queen or a king?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 14, 2011, 02:23:43 pm**

We don't? That means the civ is dead, which means less dwarves, doesn't it? Crud.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 14, 2011, 05:38:14 pm**

Quote from: Blade Master Model 42 on May 14, 2011, 02:23:43 pm  
We don't? That means the civ is dead, which means less dwarves, doesn't it? Crud.

I'm really not sure what happened in this world. But after 461, there's no historical records. The last Queen on record was Geshud Losisgusil in 426. She was struck down in Walledbells in 428. I think we might be living in some messed up post-apocalyptic dwarf world, where twilight hags have killed everyone. Civilizations nominally exist but they don't have any leaders. I'm tempted to run around in adventure mode just to see if anyone is still alive.

I think we might be in for more fun than I thought.

Also, there's some pretty awesome names in this gen. Massivedemons, the goblin stronghold. Reignfiend, a goblin stronghold led by the Scourge of Fortresses. The Messanic Society.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 14, 2011, 09:36:47 pm**

To Blade Master,

I've got two decent axedwarfs around, but no swordsdwarves yet.  
Would you like to become a jittery and nervous female dwarf who is a lover of axes despite her insistence of calling said axes "Swords?"

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 14, 2011, 11:30:33 pm**

Uh, I think I'll pass.

Feel free to train up a peasant. I don't mind.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 14, 2011, 11:37:33 pm**

Can I has a go???

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 14, 2011, 11:38:33 pm**

I guess I could try my hand at a danger room/archery range. Do we have any artifact steel spears? >\_>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 12:19:38 am**

Quote from: Neyvn on May 14, 2011, 11:37:33 pm  
Can I has a go???

You've been scheduled for turn 5.

Quote from: wlerin on May 14, 2011, 11:38:33 pm  
I guess I could try my hand at a danger room/archery range. Do we have any artifact steel spears? >\_>

Dwarven Shiskabab Room!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 15, 2011, 01:25:04 am**

Mid Spring 752



Adil Kubukkulin, a lover of battle axes, is made as our first militia commander. Though he isn't quite the strongest dwarf around, he is quite quick to heal and I believe he should make for a fine first commander. The squad is to be named "Mountainous Hooves," which I believe to be quite a suitable name considering the fortress location. To prevent him from becoming lonely while on patrol duty, I've also paired him up with a few fellow dwarves. For now, they only have weak wooden weapons, but once I get a proper smithing industry running, they will be walking around in the finest armor we have.

Mid Spring 752

A migrant wave has arrived today.

- 1 clothier
- 1 milker
- 1 novice mason/clothier/milker
- 1 woodburner
- 1 novice fighter
- 1 adequate axedwarf
- 1 doctor
- 1 woodcutter
- 1 fish dissector
- 1 competent jeweler
- 1 cheesemaker



- 1 miner
- 1 grower/miner/engraver
- 1 hunter
- 1 furnace operator
- 1 herbalist
- 1 shearer
- 1 gem cutter
- 1 glassmaker
- 1 agile, quick to heal, mighty, incredibly tough, and willing to persist in the face of any difficulty until the task is complete, peasant.

Well least we have enough haulers for now.

-----

Ingiz Thadinod, a tense and jittery dwarf with a very agile and very slow to tire physical composition, is one of the migrants that recently came to our fort. After her impressive display of adequate axedwarfship and proficient dodging skills, Iâ€™ve decided to immediately recruit her into the military. Though it seems rather cruel to demote the first militia commander of the fort with someone else, I believe that Ingizâ€™s superior fighting experience is something that shouldnâ€™t be missed.

Late Spring 752

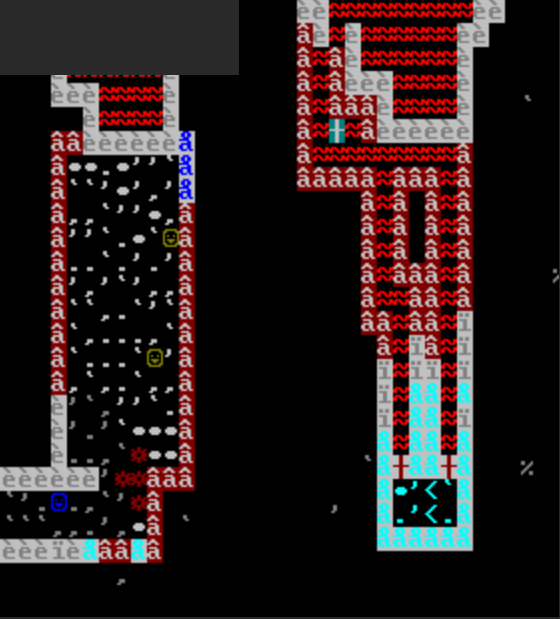
While wandering the hallways one day, barking out orders to my ~~minions~~ fellow dwarves to hurry up the hauling process, I happened to notice a particularly curious device.



Pumpetual waterwheel machines were what they were called I think. The device however, was inactive, and being the spirited mechanic I was, I just had to figure out how it worked. A quick manual cranking of the device started the water flow, which in turn spun the watermill that powered the pump that continued the water flow that spun the watermill that powered the pump that continued the water flowâ€¦ Well anyways it works now while giving a net output of 65 power, more than enough to turn the tiny millstone it was intended to give life to. Upon closer inspection however, I've noticed that its power output is non-continuous. It'll work one second, and become inactive the next. Proper reconfiguration will be required.

Early Summer

As the gates of solid stone stretch their openings, magma pours through the crevices giving warmth to the once cold and desolate chambers. The smithing industries are finally operational!



The halls shall soon be paved with Gold

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 15, 2011, 01:33:47 am**

MAKE THAT PEASANT A MILITARY DWARF NOW! With those stats he will be unstoppable...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 02:08:16 am**

Quote from: noodle0117 on May 15, 2011, 01:25:04 am

Late Spring 752

Upon closer inspection however, I've noticed that its power output is non-continuous. It'll work one second, and become inactive the next. Proper reconfiguration will be required.

Probably just needs more water. I think it needs around 15 or so units total for it to stay powered.

Also, BOOYAH. Forge and military. Deathgate is now a fortress!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **May 15, 2011, 04:00:45 am**

Hey guys!  
I'm also a longtime player/lurker, but I have yet to do a succession game.. Or post, in fact..  
I'd love a turn on the fort!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 04:03:45 am**

Quote from: Narqulie on May 15, 2011, 04:00:45 am

Hey guys!  
I'm also a longtime player/lurker, but I have yet to do a succession game.. Or post, in fact..  
I'd love a turn on the fort!

Turn 6 is yours.

Also, I think imma take one of the later turns, maybe 10 or so.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 15, 2011, 04:10:33 am**

15 units of water...  
on 4 different water holding tiles...  
with the addition of one extra "control" tile...  
20 units of water...  
4 units deep each...  
Combined with the theoretically infinite aquifer supply...  
Automatically controlled via floodgate and hatches...

I now have a pretty sweet mechanical engineering idea!  
But alas I'm afraid to try it out, because in all of my past succession forts, whenever I try to accomplish a ridiculously technologically dwarfy idea, it either malfunctions (<http://www.bay12forums.com/smf/index.php?topic=59688.msg1376921#msg1376921>), breaks apart in the middle (<http://www.bay12forums.com/smf/index.php?topic=61121.msg1564684#msg1564684>), or ends up flooding everything (<http://www.bay12forums.com/smf/index.php?topic=60585.msg1436717#msg1436717>).  
(you may have to scroll down a bit to find where I made those mistakes)

So should I attempt to make a giant dwarven power reactor?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 04:35:37 am**

Quote from: noodle0117 on May 15, 2011, 04:10:33 am

15 units of water...  
on 4 different water holding tiles...  
with the addition of one extra "control" tile...  
20 units of water...  
4 units deep each...  
Combined with the theoretically infinite aquifer supply...  
Automatically controlled via floodgate and hatches...

I now have a pretty sweet mechanical engineering idea!  
But alas I'm afraid to try it out, because in all of my past succession forts, whenever I try to accomplish a ridiculously technologically dwarfy idea, it either malfunctions (<http://www.bay12forums.com/smf/index.php?topic=59688.105>), breaks apart in the middle (<http://www.bay12forums.com/smf/index.php?topic=61121.150>), or ends up flooding everything (<http://www.bay12forums.com/smf/index.php?topic=60585.60>).  
(you may have to scroll down a bit to find where I made those mistakes)

So should I attempt to make a giant dwarven power reactor?

Only if we can find something dwarfy to use it for it. Depending on where the aquifer extends out to, we might need a pump stack to run water up to the other floors (for drowning nobles and elves and such). If so we'll need a reactor for it.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 15, 2011, 05:08:41 am**

Building a massive water reactor is dwarfy in and of itself... the more complicated the better. 20,000 Urists should be the absolute minimum power output. \*nods to self\*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 15, 2011, 07:30:58 am**

Mid Summer, 752

- 9 peasants arrived today
- 1 butcher
- 1 spinner
- 2 gem setters
- 1 glazer
- 1 fisherdwarf
- 1 bowyer
- 1 strand extractor
- 1 **very** convenient weaponsmith

Iâ€™ll be sure to keep that weaponsmith busy

Much of the summer passes uneventfully as I continue to expand the metalsmithing industries.



A few extra dwarves are drafted into the military as I start to make proper weapons for them.

Late Summer, 752



Today, a human caravan from Anthath Zoka arrived. Though we have many jewelers and craftdwarves, I havenâ€™t spent much effort on making trade goods. Hopefully there will be some valuable trash left over from the previous overseer.

Anthath Zoka			Rashinod Okbodgeshud		
Ado: Greetings. The crafts dwarfship of the dwarves is unparalleled. Let's make a deal!					
<tin cage>	20*218Γ		+Finished Goods Bin	80* 24Γ	[T]
<prickle berry wine	35* 47Γ	[T]	microcline earring	10* <1Γ	
<+«alder barrel»+>	480* 8Γ		microcline scepter	10* 8Γ	
<acorn fly ichor Bar	20* 18Γ		+microcline scepter+	30* 8Γ	
<-birchen bucket->	20* 2Γ		+Finished Goods Bin	720* 81Γ	[T]
<oaken bucket>	10* 2Γ	[T]	*microcline earring*	40* <1Γ	
<birchen training sw	14* <1Γ		microcline crown	10* 2Γ	
<-«copper pick-»->	796* 4Γ		≡microcline crown≡	50* 2Γ	
<-willow training ax	68* <1Γ		+microcline figurine	30* 2Γ	
<-«chestnut training	624* <1Γ		microcline ring	10* <1Γ	
<iron pick>	440* 3Γ		-microcline scepter-	20* 8Γ	
<bronze pick>	220* 4Γ	[T]	*microcline amulet*	40* 1Γ	
<-«large bronze mail	1010* 23Γ		+microcline crown+	30* 2Γ	
v: View good, Enter: Mark for trade s: Seize marked, t: Trade			v: View good, Enter: Mark for trade o: Offer marked to Anthath Zoka		
Trader Profit: 315*      Value: 485*			Value: 800*      Allowed Weight: 711Γ		

Using the two little bins worth of crafts we have and a stack of 18 exceptionally prepared badger tallow roast, we take a couple of basic supplies and drink as well as every last bit of prepared food they had. After buying off all of their meat, I immediately order my cooks to prepare more lavish meals, which I then sell off to the foolish humans at X20 the original value, thus taking everything that I deem as necessary. Quite ironic how stacking a few pieces of meat together can instantly make it a luxury good. Maybe I should also dabble a bit in this mysterious art of “cooking.”

Early Autumn, 752

*Last night, I had a dream. In that dream, I saw a monster, yet it was not a monster. It was moving and living, yet it was not alive. It’s life liquid was running throughout its body, yet it held no blood...*

That pumpetual waterwheel machine I admired earlier just wont get out of my mind. It seemed so meek, so fragile, and yet so beautiful; the non-stop eddyng of water flows driving the hypnotically spinning wooden wheels powering the all-controlling water pumps that made everything run. An engineering wonder! No, it is not yet a wonder. it is too small, too weak, too insignificant! I must!

I must make it *grow*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **May 15, 2011, 07:43:44 am**

\*Omnious thunder\*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 15, 2011, 02:58:06 pm**

\*scare chord\*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 04:57:08 pm**

Deathgate's madness is a powerful force.

Future rulers may want to dig out an insane asylum.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 15, 2011, 05:34:57 pm**

Early Autumn, 752

Work has begun on a new project. I call it the:

- Big
- Acceleration
- Transforming
- Transistor
- Extracting
- Raw
- Energy
- Yield

Or BATTEREY for short.



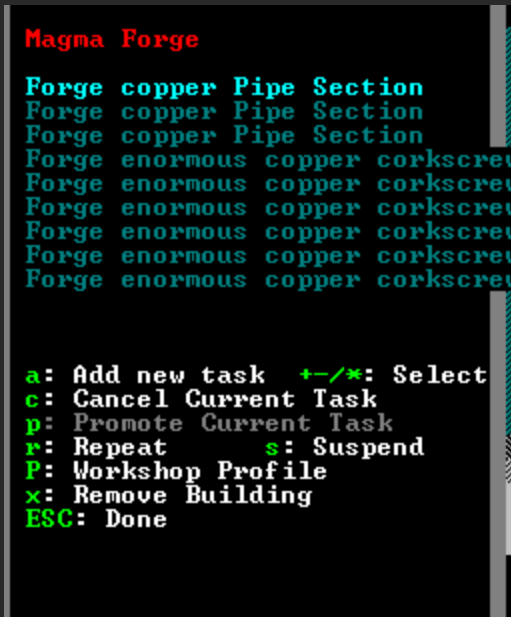
Any Dwarf who is neither a farmer, a soldier, or a parts producer is either given a pick to help dig out the massive construct, or sent to haul away the excess amounts of stone that is produced.



For faster access to parts, the nearby refuse stockpile is converted to a mechanisms/screw pumps/pipes sections stockpile.



The nearby food stockpiles are made to hold wood, and rather than weapons, the forges...



are ordered to produce pump materials.

An extra staircase was also designated to help streamline material transportation. All processes are to be set at full speed.

### Mid Autumn, 752

*I had the same water pump dream last night, but this time, it felt much darker. The details were blurry, but I could still remember how I could hear them, how they were scratching at stones, scratching at the very earth beneath our feet*

Work has continued like usual on the BATTERY. The manager has reported that miners are digging as fast as they can, yet somehow I get the feeling that they're getting slackier.



“Hey you! Irony! Get back to digging you lazy bastard!”

Irony stood up and began dragging his pickaxe on the ground.

“And put yer damn heart into it!”

Casting me a sidelong glance, he slouched off out of sight with a forlorn look on his face. Laziness won't be tolerated.

Tirist Alathathel, Beekeeper  
"Tirist Boltedringed"  
♂

On Break  
Competent Metal Crafter (Rsty)  
Adequate Siege Engineer (Rsty)  
Adequate Potter (Rusty)  
High Master Beekeeper  
Dabbling Negotiator  
Dabbling Judge of Intent  
Dabbling Intimidator  
Dabbling Conversationalist  
Dabbling Comedian  
Dabbling Flatterer

↓

\*Cracks knuckles\* "One less beekeeper around here won't hurt."

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 15, 2011, 06:31:02 pm**

Quote

\*Cracks knuckles\* "One less beekeeper around here won't hurt."

Well, we have to engrave \*something\* on the BATTERY walls. And the slabs decorating the control room.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 15, 2011, 06:41:30 pm**

Oh my god, I love where this is going so far! I want a dorf! Name it Tryrar, and make it the best axedorf you have

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 15, 2011, 07:39:00 pm**

Quote from: tryrar on May 15, 2011, 06:41:30 pm

Oh my god, I love where this is going so far! I want a dorf! Name it Tryrar, and make it the best axedorf you have

Added to the dorfing list.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Alkhemia** on **May 16, 2011, 12:10:42 am**

hmm I like a dwarf Alkhemia I'd join but I'm not confidant enough..

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 16, 2011, 02:40:58 am**

To Blade Master Model 42 and tryrar:

I've dwarfed both of you with what I believe to be suitably matching dwarf avatars.

tryrar was once a carpenter/woodcutter who has now decided to take on a different occupation as a fortress defender. He likes pig iron, chickens, and axes.  
Spoiler (click to show/hide)

‘Tryrar’ Kubukkulin has been happy lately. He has been annoyed by flies. He slept in a good bedroom recently. He ate a legendary meal lately. He was depressed by long patrol duty lately. He admired a fine Seat lately. He had a satisfying sparring session recently. He is an ardent worshipper of Mistem Pillarlute and a faithful worshipper of Lun. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is sixty-five years old, born on the 2nd of Slate in the year 687. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. His teeth are tangled. He has an angular chin. He has a low voice. His lips are thick. His ears are somewhat short. His skin is cinnamon. His eyes are copper. He is quite quick to heal, but he is very flimsy. ‘Tryrar’ Kubukkulin likes periclase, pig iron, black zircon, battle axes and chickens for their clucking. When possible, he prefers to consume bluefin tuna, goat cheese, sewer brew, dwarven sugar and quarry bush leaves. He absolutely detests bats. He has great analytical abilities, a way with words and good intuition, but he has a meager ability with social relationships, a shortage of patience, a meager kinesthetic sense and little natural inclination toward music. He is very slow to anger. He almost never feels discouraged. He can handle stress. He is not a risk-taker. He does not have a great aesthetic sensitivity. He is resistant to change. He is trusting. He is incredibly frank and candid in dealings with others. He does not go out of his way to help others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

BladeMaster is currently a female peasant dwarf with dabbling level in digging and masonry, but with her natural physical talents and superdwarvenly persistence, she has great potential for becoming a true Blade Master. She also likes short swords and shields  
Spoiler (click to show/hide)



‘BladeMaster’ Uzoligam has been quite content lately. She was comforted by a lovely waterfall lately. She dined in a legendary dining room recently. She slept without a proper room recently. She has been accosted by terrible vermin. She dined in a fantastic dining room recently. She has been satisfied at work lately. She is an ardent worshipper of Lun and a worshipper of Uzol Greendyes. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is seventy-seven years old, born on the 3rd of Opal in the year 675. Her eyes are copper. Her hair is clean-shaven. She has an angular chin. She has a low voice. Her lips are thick. Her ears are somewhat short. Her skin is cinnamon. She is incredibly tough, mighty, quite quick to heal and agile. ‘BladeMaster’ Uzoligam likes jet, electrum, clear zircon, candlenut wood, short swords and shields. When possible, she prefers to consume hoary marmot, moghopper, swamp whiskey, bumblebee honey and hide root seeds. She absolutely detests flies. She has a deep well of patience, a natural inclination toward language, a sharp intellect and a good feel for social relationships, but she has little willpower and poor spatial senses. She has a calm demeanor. She is slow to anger. She is often cheerful. She is not interested in art. She has a good awareness of her own emotions. She likes to try new things. She doesn’t like to compromise with others. She will persist in the face of any difficulty until the task is complete. She inhales sharply when she is angry. She taps her feet when there’s a lull in conversation. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **May 16, 2011, 02:57:38 am**

Dorf me aswell! Anything goes really, but I would prefer military, for a glorious death against the hordes of !!FUN!!!

Also cannot wait to see what the BATTERY has to offer! :D

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 16, 2011, 03:02:45 am**

Implacable dwarf? Oh hell's yeah!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 16, 2011, 04:28:06 am**

An implacable dwarf, a mad experiment that breaks the laws of physics, and monsters in another realm.

Ladies and gentlemen, Urist "Blade Master" Freedwarf in "Dwarf Fortress: Half Life".

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 16, 2011, 09:10:29 am**

Late Autumn, 752

Those dreams, they keep coming back, each time clearer than the last. I could almost hear them shouting, crying, screaming with their indwarven voices from the depths below, as they get closer with every strike on the earth itself



Work on the BATTERY is continuing, but it seems like the progress made each day is becoming less and less. My head seems to hurt a lot these days, maybe it’s due to the restless nights I’ve been having

Some of the dwarves also seem to be getting a bit rebellious.



“Eh? You want to set gems? Who cares about gems! You are going to be setting gear assemblies!”

Deduk Lavenstinthad, Clothier  
"Deduk Prairietheater"  
♀  
  
No Job

“You have No Job? Then to the mines for you!”

Fath Akammeng, armorsmith  
"Fath Sunklashed"  
♀  
On Break

What?! You™re taking a break now? Get back to work! No drinks or breaks allowed until you finish all 30 pipe sections!

The Stray Mule (Tame) has starved to death.  
STOP BOTHERING ME WITH ALL YOUR MANURE RIDDEN DEATH! Ya darn mule!

â€|  
My headâ€|  
Ughâ€|  
Maybe I should take a trip to the doctorâ€™s, oh wait, we donâ€™t have a doctor yet, darn itâ€|

-----

Mid Winter, 752

Sleepâ€| darknessâ€| screamsâ€| those hands, no, not handsâ€| thoseâ€| those bony blood glazed claws, theyâ€™re trying to g-grasp for me, t-trying to d-drag me down, t-trying to t-tear apart my wondrous c-c-creationâ€|

NOOO! IT MUST BE FINISHED!



MECHANICS! Get those damn gear assemblies in place!

Floodgate  
Needs floodgate

MASONS! Where are those floodgates Iâ€™m asking for!?!

Water Wheel  
Designed...  
Needs Carpentry  
Construction inactive.

CARPENTERS! I want those waterwheels set up NOW!



Animarytak, for the last time, I want you HAULING away those boulders, not COUNTING the number of rock nut seeds IN OUR STOCKS!!!

Late Winter, 752

Darkness, fire, those... those monsters... Stop... please stop... haunting my dreams...  
No more torture...  
No more pain...  
Just please...  
stop.

Inactive  
Total Power: 100  
Total Power Needed: 1085  
Stable Foundation

Power.

Inactive  
Total Power: 900  
Total Power Needed: 1085  
Stable Foundation

I need more power.

Active  
Total Power: 1500  
Total Power Needed: 1085  
Stable Foundation

MORE POWER

Active  
Total Power: 3600  
Total Power Needed: 1131  
Hanging

I NEED !!MORE!!!

Late Winter, 752

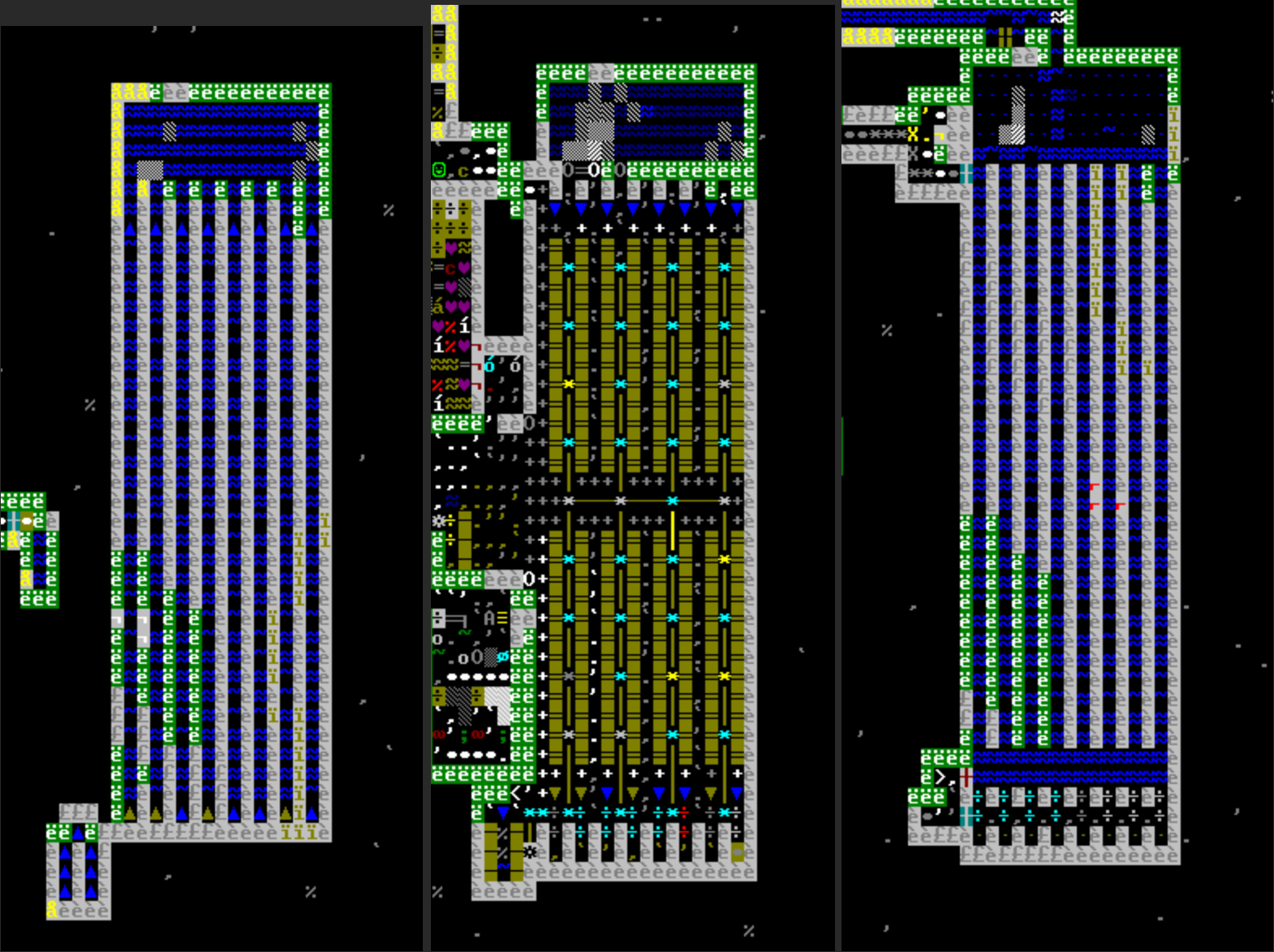
Mustâ€| finishâ€| projectâ€| heh heeâ€| Clownsâ€| circusâ€| comingâ€|  
Doomâ€|.. arrivingâ€|

Mustâ€| finishâ€| my BATTEREY~~~~~.....

The rest of the journal excerpt is filled with illegible words and letters, save at the very bottom of the page where there is a single lonely sketch of a pump moving water spinning a watermill powering a pump in the never ending cycle of dwarven engineering ingenuity.

The massive construct is now complete and stable, but its designer and creator does not appear so. Noodle, now known as the "Mad Mechanic," continues his daily tasks of hauling and mechanism building, but has lost the ability of correlated speech or writing. A new overseer now takes his spot in the Spring of 753.

Attached is a cross section of his final creation from the bottom to top.  
[Spoiler](#) (click to show/hide)



(Next upload)  
[Spoiler](#) (click to show/hide)  
<http://dff.d.wimbli.com/file.php?id=4389>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 16, 2011, 09:12:48 am**

This is madness!

THIS. IS. DEATHGATE!

EDIT:  
Checkin the save now. The BATTERY is awesomely designed. Such a simply, elegant design.

[Spoiler](#) (click to show/hide)

Small hint list for the next overseer:  
Expand basic industries.  
Expand housing.  
Cage kittens before CATSPLOSION.

Also, wtf is wrong with the humans?  
Anthath Zoka\*The Confederation of Exalting\* Human  
Werima Tharamaomo Abaneca law-giver/Llama Devil Administrator

I think this is grounds for war my fellow dwarves

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 16, 2011, 01:10:26 pm**

Awesome. I'm still a little confused by the screenshots, but I'm sure it will make more sense once I open up the save.

I'll see what I can do with the basic industries and housing, though I can't start until this evening.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **May 16, 2011, 01:46:49 pm**

Dwarf me.

Ill be quite happy to produce a hell spawn slaughtering device for your convenience. and i love the direction this is going in.

Millatery or miner. or if you get a loose legendary miner draft him into the millatery with a pick for me.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 16, 2011, 02:03:13 pm**

Quote from: AnimaRytak on May 16, 2011, 09:12:48 am  
Such a simply, elegant design.

Technically it's just the same thing as the miniature 1 pump 1 waterwheel reactor, except 300 times bigger and a lot less efficient in a power to supplies used comparison. But then again, a net production of 2k Urists of power should be enough to power the majority of typical fortress requirements. At least the mill now has a consistent power supply.



Also, for the next fort successor (and everyone else too), I am aware that giant water projects can consume a lot of fps.  
If you want to turn off the BATTERY...



Just pull that grey lever on the right and the BATTERY will slowly shut itself down. (it's located right by the BATTERY)

If you find that the BATTERY is starting to lose power (consistently dropping below 3000 power), just pump a bit more water into it.



Don't pump too much though, or else it might start overloading.

edit: And lol, to AnimaRytak, does that mean we should wage war against the Devil-Adminstrating humans?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 16, 2011, 07:37:42 pm**

Quote from: noodle0117 on May 16, 2011, 02:03:13 pm  
edit: And lol, to AnimaRytak, does that mean we should wage war against the Devil-Adminstrating humans?

It definitely would add a good fun element.

One of the future overseers should be some sorta paladin or righteous, anti-demon hammerer or something. Would fit perfectly against our backdrop of two insane ex-overseers and llama demon-led humans.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 16, 2011, 08:49:39 pm**

Okay, downloading now.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Impending Doom** on **May 16, 2011, 09:42:21 pm**

I'd like a dwarf by the name of Germayne. Any military, but I'd prefer marksman if you can. Either gender.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 16, 2011, 09:53:19 pm**

EDIT:  
I'm not quite sure why or how this was posted. Somehow the first post got quoted here.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 16, 2011, 09:56:13 pm**

Quote from: AnimaRytak on May 16, 2011, 09:12:48 am  
Also, wtf is wrong with the humans?  
Anthath Zoka The Confederation of Exalting Human  
Werima Tharamaomo Abaneca law-giver/Llama Devil Administrator  
I think this is grounds for war my fellow dwarves

Spoiler (click to show/hide)  
In the early spring of 53, Werima tamed the giant badgers of The Awe-inspiring Hill.

I don't know, that might not be such a good idea...

The kittens have been assigned a small playpen. It should keep them warm and safe despite the many dangers presented by Deathgate:  
Spoiler (click to show/hide)



Well, warm at least.

Units and Fort Overview:  
Spoiler (click to show/hide)



Village Rashied Okhodeshud

beatFPS: 50 (40)

m-Fortress"

1st Slate, 753, Mid-Spring

Animals

Kitchen

Stone

Stocks

Justice

Created Wealth:

Weapons:

Armer and Garb:

Furniture:

Other Objects:

Architecture:

Displayed:

Held/Worn:

182428

14281

5202

5180

93428

31490

21360

11487

Population:

Miners

Woodworkers

Stoneworkers

Rangers

Metalsmiths

Jewelers

Craftsdwarves

Nobles/Admins

Peasants

Dwarven Childrn

Fishery Workers

Farmers

Engineers

Trained Animals

Other Animals

55

Axedwarves

Axe Lords

Swordsdwarves

Swordmasters

Macedwarves

Mace Lords

Hammerdwarves

Hammer Lords

Speardwarves

Spearmasters

Marksdwarves

Elite Mrksdwrvs

Wrestlers

Elite Wrestlers

Recruit/Others

Imported Wealth:

Exported Wealth:

47218

6762

Food Stores:

Meat

Fish

Plant

1188

168

126

142

Seeds

Drink

Other

78

42

632

'Furdheard' Litastdegel, Stoneworker

'Irony' Moruleltar, Stoneworker

Enod Itonkasben, Miner

Tun Liketekast, Miner

Elral Nomalnebel, Woodworker

Ushrir Imushkathil, Woodworker

Moldath Kokehkol, Carpenter

Iten Kalurimush, Woodcutter

Ushat Kolavuz, Mason

Fath Akmammeng, armorsmith

Melbil Sokannil, Hunter

Ducim Idasrer, shooter

Kol Imushzatam, Metalsmith

Stakud Mogshumstukes, Weaponsmith

Tun Lecadiolok, jeweler

Iden Zaludnish, Gem Cutter

Mistem Balineth, Gem Setter

Aban Samamdoren, Gem Setter

Sakzul Uzollaltur, Crafts dwarf

Beduk Eavenstinthad, Clothier

Moldath Ralrag, Glassmaker

Fath Fokerustuth, Glassmaker

Rigoth Litastvetek, Glazer

Fiked Nokgolstukes, Glazer

Onul Koganshis, doctor

Bedek Bokumlek, Fishery Worker

Bomrek Gidthurkilrud, Farmer

'Sekra' Atolamest, Beezemeister

Yirist Alathathel, Beekeeper

Ral Keskalkashez, Butcher

Zaneg Asobezum, Cheese Maker

Deler Oddomzim, Herbalist

Memuz Ustuthtoltot, Milker

Memuz Dorentoral, Milker

Sodel Ottemoltar, Miller

Tun Cattenamas, Planter

Zulban Kuletducim, Shearer

Atir Nakasloler, Shearer

Goden Zonast, Shearer

Rith Koganehal, Spinner

Limul Ulingzen, Wood Burner

'noodle' Delethkol, Mad Mechanic

Fath Rerithmafel, Pump Operator

'AnimaRytak' Daklogem, Founder

Bed Ushilliket, speardwrf

Ingiz Thadinod, axedwrf

Unib Yileshcerol, fighter

Deler Erushdeduk, sworddwrf

Tholtig Mengluslem, fighter

Fath Dogikuzel, fighter

Adil Monomamal, fighter

'Tryrar' Kubukkulin, AxeDwrf

Tulen Besmararek, MaceDwrf

'BladeMaster' Uzeligam, Limb remover

Cog Stukoserush, Dwarven Baby

Store Item in Barrel

No Job

Fill Pond

Drink

On Break

Sleep

Pen/Pasture Large Animal

Drink

No Job

No Job

Drink

Hunt

Forge iron helm

On Break

Encrust Furniture With milk quartz /R

Cut red tourmaline /R

Sleep

Brew Drink

No Job

No Job

No Job

Store Item in Bin

Store Item in Barrel

No Job

Store Item in Stockpile

Fish

Drink

Store Item in Stockpile

On Break

Store Item in Barrel

Store Item in Stockpile

Store Item in Stockpile

Store Item in Barrel

Drink

Brew Drink

No Job

Store Item in Stockpile

Store Item in Barrel

On Break

No Job

Drink

Store Item in Stockpile

No Job

No Job

Organize Combat Training

Wait for Combat Training

Sleep

Sleep

Watch Sword Demonstration

Lead Sword Demonstration

Watch Dodging Demonstration

Pickup Equipment

Lead Dodging Demonstration

Store Item in Bin

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **tryrar** on **May 16, 2011, 10:17:51 pm**

Hell, even though I've not done a succession fort before, I think I might actually put in a turn, though I'm gonna look around the fort first...

Edit: Umm, why when I load the save is the stone all messed up for me????

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **AnimaRytak** on **May 16, 2011, 10:27:39 pm**

Quote from: wlerin on May 16, 2011, 09:56:13 pm

Spoiler (click to show/hide)

In the early spring of 53, Werima tamed the giant badgers of The Awe-inspiring Hill.

I don't know, that might not be such a good idea...

Oh jesus. Just what we need, humans riding giant friggin badgers!

Quote from: wlerin on May 16, 2011, 09:56:13 pm

The kittens have been assigned a small playpen. It should keep them warm and safe despite the many dangers presented by Deathgate:

Spoiler (click to show/hide)





Well, warm at least.

Er, you should just stick them in the cage near the butcher shop. They'll grow and be safe, and conveniently located for ~~Doom-Burger production~~ pet adoption. Plus they wont be pathing.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 16, 2011, 10:32:40 pm**

Quote from: AnimaRytak on May 16, 2011, 10:27:39 pm

Quote from: wlerin on May 16, 2011, 09:56:13 pm

Spoiler (click to show/hide)

**In the early spring of 53, Werima tamed the giant badgers of The Awe-inspiring Hill.**

I don't know, that might not be such a good idea...

Oh jesus. Just what we need, humans riding giant friggin badgers!

That's not all, but I cba to screenshot all the other things he's tamed.

Quote

Quote from: wlerin on May 16, 2011, 09:56:13 pm

The kittens have been assigned a small playpen. It should keep them warm and safe despite the many dangers presented by Deathgate:

Spoiler (click to show/hide)



Well, warm at least.

Er, you should just stick them in the cage near the butcher shop. They'll grow and be safe, and conveniently located for ~~Doom-Burger production~~ pet adoption. Plus they wont be pathing.

I don't think pathing is going to be an issue ... >\_>

Also...  
Units and Fort Overview:  
Spoiler (click to show/hide)



Village Rashined Okhodeshud

BeatFPS: 50 (40)

m-Fortress"

1st Slate, 753, Mid-Spring

Animals	Kitchen	Stone	Stocks	Justice
Created Wealth: 182428				
Weapons: 14281				
Armor and Garb: 5202				
Furniture: 5180				
Other Objects: 93428				
Architecture: 31490				
Displayed: 21360				
Held/Worn: 11487				
Imported Wealth: 47218				
Exported Wealth: 6762				
Food Stores: 1188				
Meat 168				
Fish 126				
Plant 142				
Seeds 78				
Drink 42				
Other 632				
Population: 55				
Miners 4				
Woodworkers 4				
Stoneworkers 1				
Rangers 3				
Metalsmiths 2				
Jewelers 4				
Craftsdwarves 7				
Nobles/Admins 1				
Peasants None				
Dwarven Children 1				
Fishery Workers 1				
Farmers 15				
Engineers 2				
Trained Animals A None				
Other Animals A 43				
Axedwarves 1				
Axe Lords None				
Swordsdwarves None				
Swordmasters None				
Macedwarves 1				
Mace Lords None				
Hammerdwarves None				
Hammer Lords None				
Speardwarves 1				
Spearmasters None				
Marksdwarves 1				
Elite Mrksdwrvs None				
Wrestlers 5				
Elite Wrestlers None				
Recruit/Others 1				
Turdheard Litastdegel, Stoneworker				
Irony Moruleltar, Stoneworker				
Inod Itonkasben, Miner				
Tun Likotekast, Miner				
Iral Nomalnebel, Woodworker				
Ushrir Imushkathil, Woodworker				
Moldath Kokehkol, Carpenter				
Iten Kalurimush, Woodcutter				
Ushat Kolavuz, Mason				
Fath Akmammeng, armorsmith				
Melbil Sokannil, Hunter				
Ducim Idasrer, shooter				
Kol Imushzatam, Metalsmith				
Stakud Mogshumstukes, Weaponsmith				
Tun Lecadiolok, jeweler				
Iden Zaludnish, Gem Cutter				
Mistem Balineth, Gem Setter				
Aban Samamdoren, Gem Setter				
Sakzul Uzollaltur, Craftsdwarf				
Beduk Eavenstinthad, Clothier				
Moldath Ralrag, Glassmaker				
Fath Fokerustuth, Glassmaker				
Rigoth Litastvetek, Glazer				
Fiked Nokgolstukes, Glazer				
Onul Koganshis, doctor				
Bodok Bokumlek, Fishery Worker				
Bomrek Gidthurkilrud, Farmer				
'Sekra' Atolameost, Beezemeister				
Yirist Alathathel, Beekeeper				
Ral Keskalkashez, Butcher				
Zaneg Asobezum, Cheese Maker				
Deler Oddomzim, Herbalist				
Momuz Ustuthtoltot, Milker				
Momuz Dorentoral, Milker				
Sodel Ottemoltar, Miller				
Tun Cattenamas, Planter				
Zulban Kuletducim, Shearer				
Atir Nakasloler, Shearer				
Goden Zonast, Shearer				
Rith Koganehal, Spinner				
Limul Ulingzen, Wood Burner				
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Fath Rerithmafel, Pump Operator				
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Led Ushillikot, speardwrf				
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Tholtig Mengluslem, fighter				
Fath Dogikuzel, fighter				
Adil Monomamal, fighter				
'Tryrar' Kubukkulin, AxeDwrf				
Yulen Besmararek, MaceDwrf				
'BladeMaster' Uzeligam, Limb remover				
Cog Stukoserush, Dwarven Baby				
Store Item in Barrel				
No Job				
Fill Pond				
Drink				
On Break				
Sleep				
Pen/Pasture Large Animal				
Drink				
No Job				
No Job				
Drink				
Hunt				
Forge iron helm				
On Break				
Encrust Furniture With milk quartz /R				
Cut red tourmaline /R				
Sleep				
Brew Drink				
No Job				
No Job				
No Job				
Store Item in Bin				
Store Item in Barrel				
No Job				
Store Item in Stockpile				
Fish				
Drink				
Store Item in Stockpile				
On Break				
Store Item in Barrel				
Store Item in Stockpile				
Store Item in Stockpile				
Store Item in Barrel				
Drink				
Brew Drink				
No Job				
Store Item in Stockpile				
Store Item in Barrel				
On Break				
No Job				
Drink				
Store Item in Stockpile				
No Job				
No Job				
Organize Combat Training				
Wait for Combat Training				
Sleep				
Sleep				
Watch Sword Demonstration				
Lead Sword Demonstration				
Watch Dodging Demonstration				
Pickup Equipment				
Lead Dodging Demonstration				
Store Item in Bin				

(I edited these into my previous post as well, but I'm reposting them here since the thread has moved on.)

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: tryrar on May 16, 2011, 10:33:20 pm

nvm, i think the issue for me is that you guys are using a graphics pack. Next question is either how to disable it for the save, or what graphics pack you guys are using. Oh, and also, I DEFINITELY want a turn; I just got a brilliant idea or increasing fortress security involving a long hallway, many traps, and lava. Can't forget the lava!

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: wlerin on May 16, 2011, 10:42:18 pm

tryrar, there's a raws folder inside the deathgate save folder. delete that or replace it with one from your preferred graphics pack. If you use Ironhand's you might have to make a small modification to one of the files.

Also, I really like the bridge to nowhere. It's quite awe-inspiring.

Okay, pardon me, I must get into character.

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: AnimaRytak on May 16, 2011, 10:46:06 pm

Quote from: wlerin on May 16, 2011, 10:42:18 pm

tryrar, there's a raws folder inside the deathgate save folder. delete that or replace it with one from your preferred graphics pack. If you use Ironhand's you might have to make a small modification to one of the files.

Also, I really like the bridge to nowhere. It's quite awe-inspiring.

Okay, pardon me, I must get into character.

It's Deathgate's tongue. It's waiting for snowflakes.



Ah... well... I'm going to, ah, lengthen it.

*Irony stood on the edge of the BATTERY and wiped the sweat from her brow. The great machine was finally completed. Not that it had any purpose she could discern, apart from making an infernal racket.*

*Predictably, Noodle, the dwarf responsible for this contraption, had gone mad when it was finally completed. He was still going about his previous tasks, but his eyes had gone strange and from his mouth flowed a continuous stream of unintelligible babble. He hadn't taken a bath since the project started, and his beard was now a vermin-nest. She suspected there might even be roaches living in there. The very thought brought bile to her mouth.*

*Though she disliked the man intensely, there was no denying his mad plan had given direction and meaning to their lives. Without his ~~everweening pomposity~~ leadership, the fort would fall into chaos before winter.*

*Since no one else was stepping forward, Irony decided to take matters into her own, rather dusty, hands.*

**Chronicles of Deathgate the Doom-Fort**  
Pieced together from graffiti left by one "IM~" on the walls of the BATTERY.

**3rd Slate, 753**  
The fortress is in chaos. The old manager has lost his mind, there's a bridge to the sky, kittens are everywhere, it's three dwarves to a bed and all we have is wine. Which... is really good. But still. I need variety.

It falls to me to return some semblance of order to this place. To return us to the traditions of the mountainhomes.

Notes to self:

- Grow something other than plump helmets.
- Excavate some dormitories.
- Put the kittens somewhere "safe".
- Finish the dining hall, install wells, and decorate.
- Perfect the entrance.
- Think of something else something else to motivate everyone.
- Make sure noodle doesn't kill anyone.

**4th Slate, 753**  
Not another one! Now a Clothier has begun acting strangely, like a completely different person. She's now calling himself "Alkhemia".  
[Spoiler](#) (click to show/hide)



Microcline, Microcline, Microcline! I'm sick of Microcline! One of the previous overseers put a microcline stockpile next to the masons. I must stop this madness at once.

.....odd. After copying vanilla raws into the folder(I don't use graphics packs) I keep getting a missing reaction definition error.

[Quote from: tryrar on May 16, 2011, 10:58:53 pm](#)  
.....odd. After copying vanilla raws into the folder(I don't use graphics packs) I keep getting a missing reaction definition error.

Try using the lazy noob pack. They have an auto-switcher for tilesets and a savegame updater.

will do....after locating the link in the DF file depot, that is!

sorry for double post, but after a bit of messing around with the raws and lazy newb, i got it to work porperly, so I'm ready to play if/when my turn comes up!(You did remember to add me to the turn list, right?)

[Quote from: tryrar on May 16, 2011, 11:44:09 pm](#)  
sorry for double post, but after a bit of messing around with the raws and lazy newb, i got it to work porperly, so I'm ready to play if/when my turn comes up!(You did remember to add me to the turn list, right?)

Yes, you have been added.

The remainder of Spring passed uneventfully.

Except for the arrival of 23 migrants, a goblin ambush, and 3 (possibly 4) snatchers. And one or two other things.

-----

On the 24th of Slate, 24 migrants and assorted animals arrived at Deathgate, the largest wave to date. They were led by Ast Tosedudil, a master hunter, and also brought with them a high master mechanic and a high master metalcrafter, and accomplished butchers and tanners (well, one of each). After some initial confusion, and some prodding from Irony, AnimaRytak managed to assign each of them to appropriate labours, creating a team of miners, of masons, of engravers, of mechanics, and of planters, as well as assigning certain highly skilled dwarves to other needed professions.

While the immigrants were adjusting to their new surroundings, and complaining of the lack of beds, a great discovery was made:

[Spoiler](#) (click to show/hide)

**"Raw adamantine! Praise the miners!"**



Many kittens ... died ... to bring us this information.

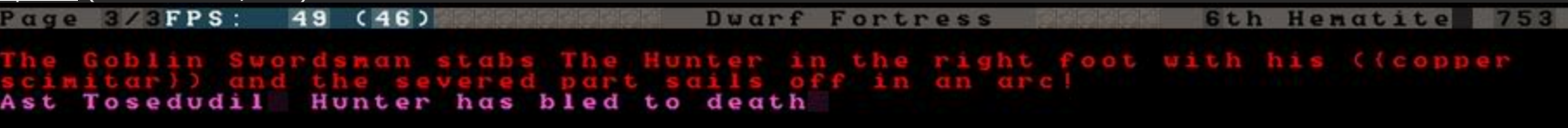
On the 21st of Felsite, a fisherdwarf spotted a goblin ambush. He didn't last long.

[Spoiler](#) (click to show/hide)



Ast, the leader of the most recent migration wave, managed to stick a swordsgoblin in the spine, but lacked the good sense to run afterwards. Once the fisherdwarf fell, the others turned to Ast, and slaughtered him without pity.

[Spoiler](#) (click to show/hide)



The military finally arrived, and killed the goblins off without further casualties.

Tulon (I need to dwarf someone with this guy...) has the most kills, that I can find anyway:



Meanwhile, **four** different goblin thieves, including one master thief, attempt to break into the fortress but are driven off.

And thus ends spring.

[I'm going to stop taking screenshots except when something really unique or interesting happens. This is taking too much time for too little gain.]

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 17, 2011, 04:49:52 pm**

Quote from: wlerin on May 16, 2011, 10:57:44 pm

Microcline, Microcline, Microcline! I'm sick of Microcline! One of the previous overseers put a microcline stockpile next to the masons. I must stop this madness at once.

What? But, but, but, microcline is COOL.  
 I mean it at least makes the levers easier to distinguish.

edit:  
How many kills do Tryrar and Blademaster each have?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 17, 2011, 05:17:47 pm**

Quote from: noodle0117 on May 17, 2011, 04:49:52 pm

Quote from: wlerin on May 16, 2011, 10:57:44 pm

Microcline, Microcline, Microcline! I'm sick of Microcline! One of the previous overseers put a microcline stockpile next to the masons. I must stop this madness at once.

What? But, but, but, microcline is COOL.  
 I mean it at least makes the levers easier to distinguish.

--

Quote from: noodle0117 on May 17, 2011, 04:49:52 pm

edit:  
How many kills do Tryrar and Blademaster each have?

None and none, respectively.

Midsummer.

8 new immigrants have arrived, including an accomplished armorsmith. We'll put him right to work.

Wait... what do you mean, "There's no iron"? Where did it all go?

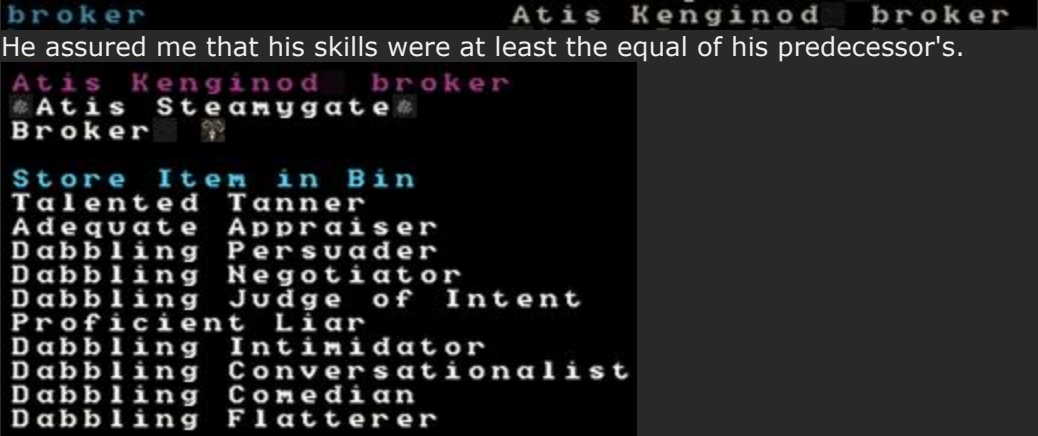
Oh right... training up worthless novice armorsmiths. ::)

Late Summer.

Humans. Just what we need.

[So ah, war with the humans, right? ;) ]

AnimaRytak was taking his sweet time, and I didn't want those demon-loving humans sitting around inside our gates any longer. A dwarf named Atis Steamygate volunteered to take his place in the negotiations, and I acceded, eager to be rid of them.



Proficient Liar

After a lot of shouting and hollering, he managed to get them to leave. I can see the demon madness in their eyes as they leave, burning hatred for all things living. Somehow Atis has convinced them to leave behind all of their goods. I can't imagine what trinkets he found worth so much to the humans. I hope they didn't take any of the children...

Oh, apparently he didn't give them anything. They offered it all to us, because we were so dwarvenly (according to Atis). I'm not sure I like the implications of that.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 17, 2011, 07:50:44 pm**

AnimaRytak, on your OP post (the one with the succession list), you have my profile linked to my #5th fort update post rather than the fort update post itself.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 17, 2011, 08:09:04 pm**



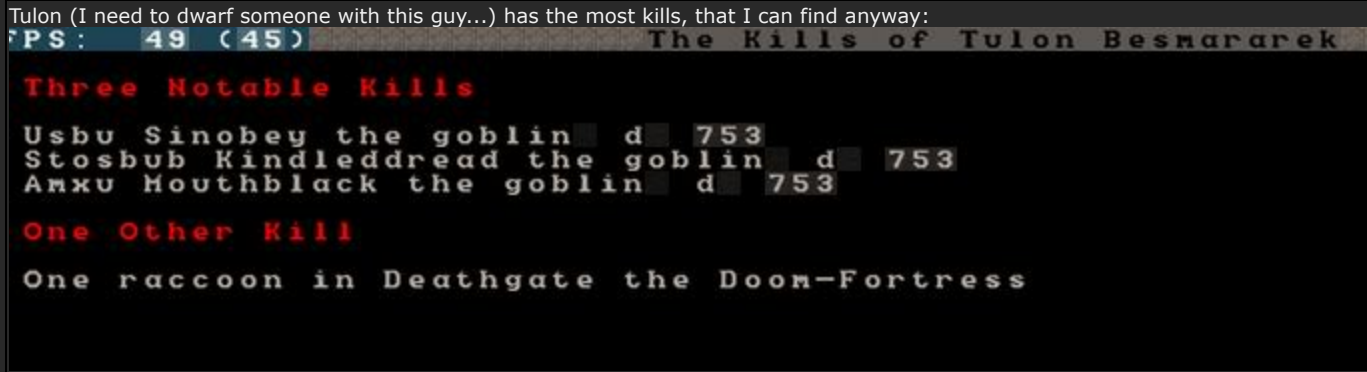
Hmm. Almost done with the turn. A number of things happened, I'll give more details in my final post.

A small taste of what's to come:



Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 17, 2011, 09:00:03 pm**

Quote from: wlerin on May 17, 2011, 04:24:52 pm



Name him Karakzon. Fits his request.

Also, did you do a reenactment of "The Core" with kittens?

Quote from: noodle0117 on May 17, 2011, 07:50:44 pm

AnimaRytak, on your OP post (the one with the succession list), you have my profile linked to my #5th fort update post rather than the fort update post itself.

Fixed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **JohnnyDigs** on **May 17, 2011, 09:08:49 pm**

I'll take a turn and a dorf.  
Johnnydigs-Miner

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 17, 2011, 11:23:11 pm**

JohnnyDigs: Legendary +5 Miner

Germayne Idasrer: Legendary Ambusher/High Master Marksdwarf  
(We have no marksdwarves squad, though someone should make one before the goblins finish killing off our hunters. Two of four highly-skilled hunters were killed this year.)



[Spoiler](#) (click to show/hide)



FPS: 49 (46) Gernayne Idasrer • Gernayne Rockappeared• Hunter

Gernayne Idasrer has been ecstatic lately. She ate a legendary meal lately. She dined in a legendary dining room recently. She talked with a friend lately. She slept on a rough cave floor recently. She made a friend recently. She ate a fine dish lately. She dined in a fantastic dining room recently. She has been annoyed by flies. She admired a very fine Door lately. She admired a fine tastefully arranged Table lately. She is a worshipper of Lun and a faithful worshipper of Nirmek Blockedhelpful. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is fifty-six years old, born on the 13th of Timber in the year 697. She is corpulent. Her hair is straight. Her very long hair is tied in a pony tail. Her teeth are crowded. Her nose is broad. She has an angular chin. Her lips are slightly thick. Her copper eyes are somewhat narrow. Her hair is pale taupe. Her skin is cinnamon. She is rarely sick, but she is quick to tire, quite clumsy, and very slow to heal. Gernayne Idasrer likes dolomite, zinc, alexandrite, hake bone, the color indigo, spears, barrels, chains, geese for their formation flying, and ants for their propensity to dig. When possible, she prefers to consume shad, donkey cheese, sewer brew, and longland flour. She absolutely detests cave spiders. She has a great feel for social relationships, a great deal of patience, a good kinesthetic sense, and an ability to read emotions fairly well, but she has meager creativity and very bad analytical abilities. She often feels discouraged. She can handle stress. She prefers that others handle the leadership roles. She lives life at a leisurely pace. She is rarely happy or enthusiastic. She is willing to compromise with others. She stammers when she's excited. She cracks her knuckles when she's bored. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time. She is a hardened individual.

A short, sturdy creature fond of drink and industry.

Karakzon:  
Spoiler (click to show/hide)

• Karakzon Besmararek Kilrudatesh Tosed, MaceDwarf

☼ Karakzon Pulleychurch the Bronze Radiance of Stops

☼

Drink  
Talented Macedwarf  
Proficient Shield User  
Skilled Armor User  
Adept Fighter  
Dabbling Wrestler  
Dabbling Biter  
Adequate Striker  
Dabbling Kicker  
Proficient Dodger  
Dabbling Misc, Object User

FPS: 50 (42) Besmararek Kilrudatesh Tosed, • Karakzon Pulleychurch the Bronze Ra

Karakzon Besmararek Kilrudatesh Tosed has been quite content lately. He has witnessed death. He slept in a good bedroom recently. He was enraged by long patrol duty lately. He slept without a proper room recently. He admired a fine Door lately. He took joy in slaughter lately. He was caught in a snow storm recently. He is a worshipper of Uzol Greendyes and a worshipper of Lun. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is an enemy of The Rhyming Nightmare. He is sixty-eight years old, born on the 28th of Hematite in the year 685. His copper eyes are slightly protruding. He is fat. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. His nose is extraordinarily broad. He has a low, clear voice. He has an angular chin. His lips are thick. His skin is cinnamon. His right upper arm bears a massive straight scar. He is incredibly tough and agile, but he is susceptible to disease. Karakzon Besmararek Kilrudatesh Tosed likes rock, salt, fine pewter, alexandrite, candlenut, wood, pig tail, fiber, fabric, gauntlets, large gems, splints, blue peafowls for their coloration, great white sharks for their ability to make one afraid to go into the water, and longland grass for their sweeping stalks. When possible, he prefers to consume grackle and mead. He absolutely detests flies. He has a great affinity for language and a great sense of empathy, but he has a meager kinesthetic sense. He occasionally overindulges. He doesn't handle stress well. He is entirely averse to risk and excitement. He tends not to openly express emotions. He is put off by authority and tradition. He is candid and sincere in dealings with others. He laughs very loudly whenever he's nervous. He tenses up when he's nervous. He needs alcohol to get through the working day. He is a hardened individual.

A short, sturdy creature fond of drink and industry.

Six Notable Kills

Usbu Sinobey the goblin, d, 753  
Stosbub Kindledread the goblin, d, 753  
Amxu Mouthblack the goblin, d, 753  
Zolak Moistenedprofane the goblin, d, 753  
Ago Hategrizzles the goblin, d, 753  
Snodub Snakehexes the goblin, d, 753

One Other Kill

One raccoon in Deathgate the Doom-Fortress

He still has the highest number of kills. Tryrar and Blademaster still have 0 between them.

Alkhemia:  
Alkhemia Lavenstinthad, Clothier  
☼ Alkhemia Prairietheater ☼  
Creator of Zarethidor, ☼

Construct cloth Bag  
Competent Carpenter  
Expert Clothier  
Competent Gem Cutter (Rusty)  
Dabbling Building Designer  
Proficient Pump Operator

I dwarfed you as a Clothier after he became possessed.

I think Narqule still needs to be dwarfed.

The year is done. The save is here (<http://dff.d.wimbli.com/file.php?id=4403>)



I'll post a summary of autumn and winter either later tonight or tomorrow.

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 17, 2011, 11:39:13 pm**

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Alright. I'll hold off notifying the next player until you post your summary.

Frankly I'm a bit scared to see what the goblins have done with the place.

---

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 18, 2011, 12:24:07 am**

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No need, I know I'm up. Downloading the save and checking that I can use it properly right now.

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 18, 2011, 01:29:27 am**

---

Irony laid her chisel on the workshop table and shook the dust from her hands. Taking a step back, she admired her handiwork. It was a masterful creation. The statue depicted the removal of AnimaRytak Treepaint from the position of expedition leader. His confused look perfectly captured the pervading atmosphere of the previous year, and not just for AnimaRytak.

-----

It had been going relatively well, until the humans arrived. They must have brought some foul curse with them, for no sooner had they left the gates than things began to fall apart.

It began innocuously. One of the miners ran to me, excitedly informing me that they had breached an expansive cavern, with ample supplies of water, trees, and edible plants. I congratulated them, but left the matter to JohnnyDigs'[1] discretion. I had more pressing concerns.

The BATTEREY was failing.

It must have started during the summer, but no one noticed until the millstones halted in their grooves. Then the mighty wheels would kick back in, churn for a few days, and groan to a halt once more. A quick investigation told me that the water level had fallen dangerously low. How? Was the pump system accelerating evaporation?

No matter, I thought. It is a simple thing to fix. Just start this pump here, and pull that lever over there, wait a little while, and the ungodly racket should be back at full force.

I had just given the order to do so when another miner nearly collided with me. He was on the verge of tears, babbling something about an accident in the mines. After a few minutes, he calmed down enough to speak coherently. Apparently Inod Itonkasben, one of the junior miners, had channeled a staircase out from under his own feet, fallen into the cavern lake, and died. The body was still there, inaccessible under 7 feet of water. Apparently they were friends.

Dodok, Ast, Inod... three had died under my oversight. The thought troubled me. Still, they had died of their own foolishness. Dodok was fishing (fishing!) when the goblins came. Ast... brave, foolish Ast. Inod practically killed himself.

But Inod was not the last.

-----

A few days later, another miner came running up to me. I steeled myself for more death, but he had good news. A second cavern had been discovered, further down. This one was dry as old bones, but enormous. Giant webs stretched from the cavern floor into the darkness above. JohnnyDigs had ordered it walled off until I or a future overseer decided to explore further.

-----

Disaster!

I had completely forgotten about the BATTEREY!

The ceiling was dripping with moisture, and, I pray my eyes deceived me, but I swear there were cracks forming in the north wall. I pulled the water intake lever myself, and sent the order to stop pumping at once. The machine was completely frozen. The seven foot channels were full to the brim with water, and the wheels could not turn. Trembling, I stood there for a long minute, then turned and conscripted eight dwarves to man the pumps. Hopefully I could restart it manually.

-----

Manual pumping failed, of course. The thing was designed by a madman, no sane mind could make it to work. Worse, water was now flooding up and out from the north wall, flooding the entire chamber. One pump operator was nearly killed, four times, after being knocked, four times, into the water channels. Thankfully, he was able to clamber out each time.

A madman had designed it... but I was determined to fix it, if only to spite that authoritarian jerk. I shuffled pump operators around, positioned some on the lower level and some on the upper level, and even tried turning the wheels myself.

Nothing worked.

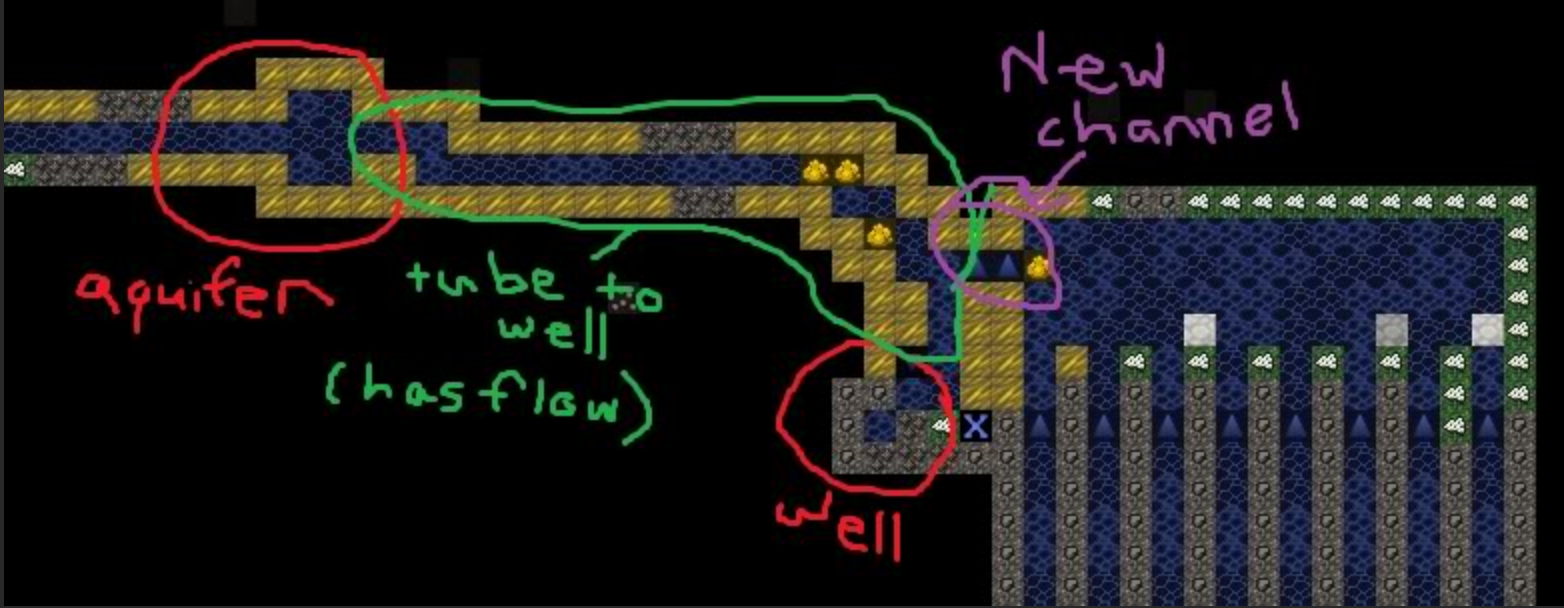
The entire BATTEREY was coated with mud. The kitchens were beginning to flood.

I had just resigned myself to eating plump helmets while we waited for the excess water to evaporate, when I heard telltale mumbling behind me. Stiffening, I turned. The very devil himself, noodle, stood there, eyes half-mad, muttering to himself. There were... were those scars on his arms? Had he *carved designs **into his own flesh***?

I was about to tell him off, rather sharply, but he didn't say anything. Well, to me anyway. Instead, he sort of... beckoned... with his eyes, and half-stumbled, half-skipped out into the hallway, and around to the backside of the northern wall. He began jumping up and down excitedly, drawing some kind of pattern in the dirt between leaps. I stared at it, uncomprehending.

He scrabbled a pickaxe. He danced back to the well. He poked his head in the water. I swear he laughed with his head submerged. Then he splashed me.

Understanding hit me with the water. Of course! The aquifer!



The miners had just completed a tube from an old aquifer-flooded tunnel to a newly constructed well, and it ran right next to the BATTERY. We would only have to knock down a few walls and channel out a few feet of stone between the BATTERY and the water tube to connect them.

The more I considered it, the more I realized what a brilliant idea it was. Aquifers represent a virtually limitless supply of water--and a virtually limitless sink for that same water. Even better, because of the varying density of the containing layers, the movements of the earth, and the fluttering of butterfly wings, the water in an aquifer is always *moving*. If we connected the aquifer to the BATTERY, all the excess water my negligence had accumulated would be swallowed up by the aquifer, and then the aquifer itself would help maintain the perfect level of water within the machine. Further, the aquifer itself would create enough flow to keep the wheels moving, making the pumps obsolete! For a moment I considered doing away with the pumps altogether... but then I looked back at Noodle. His brief moment of "sanity" seemed to have passed, and he was back to arguing with himself and scratching meaningless symbols in the dirt. No. I would not destroy this, his last great creation. The pumps shall remain.



-----

One great crisis had past, but more were just around the corner.

Once again a miner met me in the corridor. This time he had two bits of news. The good news, was that JohnnyDigs' team had discovered a third cavern, deep underground, filled with all manner of exotic underground flora (and, undoubtedly, fauna). The bad news... another exploratory shaft had uncovered a twisty passage connecting the second and third cavern layers. The mason sent to wall it off had sealed himself into the cavern. Instead of waiting for rescue, he had marched straight up into the second cavern, mapping the cavern as he went. Miners had been dispatched to rescue him at the top of the cavern, but they were delayed and by the time they reached him, he had died of thirst. They found strange claw marks on his body, and strands of thick, gossamer web.

-----

The year wore on. It felt like 10 years had passed since the BATTERY's completion. Many things had been accomplished since then.

The first floor of the new dormitories was finished, though it still required doors and furniture.  
[Spoiler](#) (click to show/hide)





Two new wells had been installed in the dining hall, and a new food and drink storage room had been excavated beneath it.

The new hospital was up and running, though it still lacked skilled professionals.



A defensible causeway had been completed, granting increased safety from the frequent goblin incursions.



The farms had been expanded, including 3 protected surface plots. The food and drink stores were bursting.

The fort was stable, healthy. But I could no longer direct it. Someone else would have to step in and take over.

-----

These were my thoughts when the last goblin ambush of 753 arrived.

A junior mechanic was caught by surprise, and perished under a hail of arrows.  
[Spoiler](#) (click to show/hide)





Soon after a metalcrafter was killed by an arrow to the brain.

The squads, who had sortied out onto the causeway, retreated into the gate when they saw the first few arrows flit past. All except for three.

Karakzon Besmararek Kilrudatesh Tosed, Ingiz Thadinod, and Unib Tileschcerol charged up the mountainside to confront the slayers of their brethren.

The battle was fierce. Unib fell first, his skull bashed in by a goblin mace. Several goblins also succumbed to the dwarven onslaught, but then Ingiz collapsed from the pain of multiple arrows, after striking down two goblins.

Karakzon kept fighting. He killed the last three goblins by himself, then carried his wounded partner back to the hospital.

-----

Three more dead, and one between life and death. I cannot continue. I know not who will lead in my place, but I am stepping down at the end of this month. Let another care for 754.

=====  
[1] Head Miner of Deathgate from 753-.

=====

#### Player's Notes

The main achievement of this turn is the new entryway, the new dormitories (still unfinished), and locating each of the cavern layers. There's also about 1000 prepared food, and 1000 drinks, and a ton of beds, so the next overseer shouldn't have to worry too much about basic necessities.

The military needs better armour. Steel if possible, though it'd require a lot of charcoal. Also... as mentioned earlier, we lost two hunters this year. There are actually three dwarves with decent marksdwarf skill, though one is currently acting as mayor. Someone needs to make them into a marks squad and stop this hunting nonsense. It's getting too many good dwarves killed.

The military... I shuffled their schedules around trying to eliminate the bad thoughts from lengthy patrol duty, but it doesn't seem to have worked. Might want to look into that.

Might also want to trap the causeway. We should be getting sieges soon. Possibly from more than just goblins. >\_>

I *\*think\** the caverns have been properly walled off. Don't quote me on it though.

Dig some more big empty stockpile rooms in the soil. Not only will it help avoid clutter, underground soil will now sprout trees, bringing us one step closer to steel production.

I designated an expansion to the magma forges/smelters at the end of winter, but no one got around to digging it yet. It's not very much... try to cover the holes with the dark X's though.

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Graphics pack is Pheobus's.

Good luck.

<http://dffd.wimbli.com/file.php?id=4403>

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2011, 02:30:26 am**

Karakzon is apparantly the current badass of the fortress.

---

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 18, 2011, 03:19:45 am**

.....so I ran like a coward from that fight? Dangit!

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 18, 2011, 03:43:01 am**

Overseer's Journal: 1st Granite, 754:

As the previous Overseer has stepped down, obviously guilt ridden, I have chosen to assume the position of leader, at least for the time being. It is... Unorthodox, to say the least. I am not of noble birth. I have no great military command. I'm not even in charge of our forces. However, no objections have been raised. As such, I will leap head first into this duty. Deathgate will not fail by my watch. No sir.

Our defenses, barring stout dwarven arms, are non existent. I plan to get the mechanic's to work, putting together a trap system to thwart the goblin menace. I also have decided that the military's equipment is not up to snuff. We aren't even smelting iron - A problem I've already corrected. In ordinary circumstances, I would call for an import of steel. However... I have been informed that adamantine has been found in the depths. It will make fine armor, and finer blades.

Yes... Short swords. I do love them so.

But I digress. Now that I must perform other duties besides my own, I am looking at the fortress in a new light. Example: I realized just today that we have a skylight. Armok alone knows why. I was also informed, at my ascension to my post as Overseer, that something called The BATTEREY was working properly, and there was no reason to worry. I'd had no knowledge of this 'BATTEREY', and asked the dwarf to show me.

I was speechless for some time. The amount of raw power this device can generate, it simply boggles the mind. It's as if it shouldn't work, but it certainly does. Unfortunately, I am no artificer, so I don't know how this strength can be applied to our defenses. I'll have to think about it.

I will write more once my myriad plans begin to move into effect.

\_\_\_\_\_

My second community fort, and it seems to me that my own fortress designs are rather.... singular, shall we say? Oh well. I'll mostly be keeping miners to searching for safe adamantine, as well as excavating other metal veins. Other than that, I plan to trap the ever loving hell out of the entrance way. We'll see how thieves like sneaking in then.

Also, my dwarf's fourth finger is broken. Hope that doesn't turn up being important.

Odd side note: I'm using default graphics, but some of the minerals seem to have different symbols here. What the hey?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2011, 04:04:36 am**

Oh right, that skylight to the farm area was to fix the rampant miasma problem that rotten biscuits were causing. Although you can probably seal it up safely now.

If your talking about that odd spot in the dining room, somehow the raws have "Show engravings" enabled. So the tile represents what is engraved. I don't really know how to fix that atm.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **May 18, 2011, 04:14:46 am**

^^ nice. i have a new found apreciation for maces. wich is essentially beating things brains in with a rock on a stick.

also you can turn engravings showing off with the d menu manualy i belive. :P

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 18, 2011, 04:38:00 am**

That why we have orphaned engravings? If you wanna hide those, just designate the area with d v, it'll make the room less cluttered. And, no, what I was talking about was the symbols for many, many minerals have changed, and goblins are appearing as accented u's... Not unworkable, just bizarre. I've already designated more engravings, as well as a memorial.

Overseer's Journal: 9th Granite, 754:

My first week as Overseer of Deathgate and things are already attempting to drill themselves straight to hell. Two snatchers. We ran one off, then another showed up, and attacked one of our junior masons. He ran shortly after, and the boy looks okay, but I believe these may be preludes to a larger strike force. I am displeased.

In other news, most of the citizenry does not have proper lodgings yet. A member of the militia is unhappy, partially because of this. I'll have to fix this. The Mayor in particular is making a fuss, demanding a private dining room and a private office. Furniture as well! Such a greedy dwarf. Most dwarves are happy with a bed and a community dining room. Either way, I've commisioned some furniture for the ingrate. Perhaps it will keep him quiet. Complicating matters is that, for the most part, room sizing is terribly uneven. Some dwarves will recieve 12 square Urist rooms, while others are meant to be content with 4? Regardless, I've begun to assign rooms, for better or worse. I put myself in a four tiler, in an effort to show solidarity with my brothers and sisters of the fortress. It's better than expecting sixty or more dwarves to hotbunk in a six bed dormitory. Well, it was six. I increased that to eleven. Less floor space, but more room to lie down, at least.

To top off this whole fiasco, one of our dead has risen again to haunt the living. I've commissioned a memorial slab, in hopes of putting the poor soul to rest. That our dead remain unhonored this long is heinous. We shall have to dig out a Mausoleum, for those who fall.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 18, 2011, 10:14:03 am**

Have you deleted or replaced the raws folder in the save? I left phoebus's raws in there, it alters the character assignments.

Oh yes, by the way, there are \*no\* tombs. I think I commissioned a few coffins... >\_>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 18, 2011, 10:44:33 am**

Quote from: wlerin on May 18, 2011, 01:29:27 am  
The thing was designed by a madman, no sane mind could make it to work.

Not just any madman, a Mad Mechanic!  
But I gotta say, nice job on the fort.

When I designed the BATTEREY, I included a shut-off device, but I never got around to testing if it actually worked (and considering my fortress accident prone nature, they're more likely to fail spectacularly than actually functioning like I planned). But I guess you kept it going, so an adamantium mechanism for you wlerin.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2011, 10:53:29 am**

One thing I noticed though, my stockpile optimizations got thrown out the window. Typically, I can feed a fort of 150+ with just a small 8x10 area for farm crops, including a cloth industry (Legendary farmers of course). Not that it's all that important though, the farming expansions will negate most the efficiency loss (I think.)

Also, who let all the cats out? The chains are empty and the doors been ripped off its hinges and stolen.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 18, 2011, 10:55:30 am**

Don't look at me...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 18, 2011, 11:00:42 am**

AnimaRytak: If didn't know there was even supposed to be a door...

If someone manages to get potash production up, we could easily reduce the number of active farm plots. Half of the new plots aren't even active year round, I gave them one and only one crop each.

noodle: It worked, but I didn't need to *turn it off*, exactly...

The entire catch basin and the top level were full of 7/7 water.

Besides, now that the entire machine is coated in mud, it looks much better. No random fungiwood axles, no microcline gears clashing with wooden wheels. Everything is just brown. Well, except the weeds that keep sprouting up.

BladeMaster: Haulers don't need the same accomodations as legendary miners. >\_>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2011, 11:14:22 am**

I'm pretty sure I had a door there to keep newborn kittens from running amok. Or I might have gone daft. That Deathgate Madness Syndrome is some powerful shit.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **cappstv** on **May 18, 2011, 11:19:53 am**

Any chance I can join the list of names that shall be attempting to run this fortress.

EDIT: I guess it would be best to take a dwarf too  
Name: Cappstv  
Job Name: Stone Baron  
Profession: Miner

AND MAKE SURE ITS A MALE

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2011, 11:32:13 am**

Quote from: cappstv on May 18, 2011, 11:19:53 am

Any chance I can join the list of names that shall be attempting to run this fortress.

EDIT: I guess it would be best to take a dwarf too  
Name: Cappstv  
Job Name: Stone Baron  
Profession: Miner

AND MAKE SURE ITS A MALE

Added to both lists.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 19, 2011, 01:45:32 am**

Overseer's Journal, 19th Granite, 754:

Received a wave of migrants today. A pair of strand extractors, a glassmaker, a carpenter, a fisherdwarf, a few new members of the military, and a few others not worth mentioning. They're here and they're willing to work, even if their skill aren't worth squat, so that's a mercy. Our population has swollen to 111 dwarves, and the logistical challenge of getting them food and beds falls to me. No wonder no one questioned my ascension to the position of Overseer. No one else wanted it.

The task of clearing out new rooms has taken precedence even over the task of finding safe adamantine. We know it is out their, but, aside from wading through magma, we've no way to get to it. It's maddening. I'm sure, however, that this state of affairs will not last long. Each dwarf shall have a place to sleep, and the adamantine will be recovered.

I desired gold crafts, that we might have a proper offering to the Mountain Home, as well as adequate trade goods for the inevitable caravan, but it seems we have no metalcrafters. Most unfortunate. In any case, I have ordered that spiked silver balls and iron serrated disks be constructed. Our entrance will not be found bare and defenseless. I forbid it.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 19, 2011, 02:14:17 am**

Having any fps issues with 111 dwarves?  
If so, we should start considering breaching hell earlier.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 19, 2011, 02:43:35 am**

I was playing on an eight year old computer until very recently. It's not a problem, as far as I'm considered.

The next player may wish to cull the herd at their discretion, however.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 19, 2011, 02:59:55 am**

If FPS becomes an issue, caging and slaughtering of animals is suggested. Although it'll probably have a minor effect at this point, since the caverns have been breached. It might be necessary to wall off and purge the caverns of life.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 19, 2011, 03:50:17 am**

So, put the BATTEREY to work and pump magma into the caverns?

....Yeah, I think Imma let someone else do that. I already killed about 4 dwarves during my turn over in Rinsewinds. Hoping for less fail here.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 19, 2011, 04:13:11 am**

I'd suggest someone does it eventually, otherwise Forgotten Beasts will be trying to rape our rears.

Also, the second cavern is freaky. I've never seen anything like it in my gens.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 19, 2011, 09:14:07 am**

That second cavern seems so vast and spacious, and yet so eerily empty and devoid of life. Not even a single shroomling growing underneath.

I also noticed that you can make the BATTEREY run at full throttle now that wlerin's connected the thing to an aquifer. Just fill it with as much water as possible and the aquifer will drain off any excess.

Active  
Total Power: 6500  
Total Power Needed: 1197  
Hanging

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 19, 2011, 02:03:52 pm**

Quote from: AnimaRytak on May 19, 2011, 04:13:11 am

I'd suggest someone does it eventually, otherwise Forgotten Beasts will be trying to rape our rears.

Not unless I left a tunnel open. Which is entirely possible. I didn't think about the FPS hit though, might want to set the pop cap to 120 or even 100.

Quote

Also, the second cavern is freaky. I've never seen anything like it in my gens.

Indeed. I have seen caverns like it before, but that doesn't make it less eerie.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 19, 2011, 07:24:22 pm**

heh, usually play with around 100 popcap(not due to fps, this being a brand spanking new comp, but due to management), so I'm for setting popcap to 100

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 19, 2011, 11:34:59 pm**

Overseer's Journal, 17th Slate, 754:

Finally managed to assign a bedroom to every dwarf. I'm engraving the Mayor's quarters, as hes complaining they aren't fitting of his station. I'll let him believe he's important. On a related note, the Dining Hall has engravings on every surface. Whoop dee doo.

For now, our miners have almost completely moved out the stone in the future bedrooms. I've ordered beds to be placed within, in anticipation of more migrants. They will come. Until the time comes to dig out more bedrooms, I will have the miners searching out safe adamantine. I've been told that we have signs of two(!) distinct veins of the precious metal. I want that adamantine. Soon, we will have adamantine arms and armor.

Also, I have continued to trap our entranceway. I have ordered that our excess silver be worked into giant spiked balls, in order to crush invaders. I also placed some iron serrated disks. Nothing is getting into this fort without my say so.

Kittens keep being born by the armload. The second they mature, I'm thinking biscuits.

Addendum: It's the 27th now. We've just now made our way to one of the adamantine veins. I... I felt it calling out to me. It wants to be excavated. I can feel it. All the same though, I've heard terrible stories. Tales of demons imprisoned within hollow spires of adamantine. The miners wouldn't stand to mine it all out, unless they were certain they were safe.

I can't blame them. I think...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 20, 2011, 05:13:00 am**

yeah, I'd save before digging the admantine. I remember reading in battlefailed that they dug ONE tile and encountered an 8 level hollow tube straight to demons.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **May 20, 2011, 05:14:58 am**

the gods be fickle ^^

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 20, 2011, 10:21:54 pm**



I say we invade hell once we get ou first batch of legendary warriors.

edit: outfitted with as much adamantine as we can dig too.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Impending Doom** on **May 20, 2011, 11:56:55 pm**

I'd suggest a slightly more conservative approach. Drop a shaft down into hell and build a tiny outpost surrounded by stone bunkers and trenchlines, then slowly expand from there. Advance under covering fire, dig another trench, rinse, repeat. I can see a problem keeping up a steady supply of bolts, though.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 21, 2011, 12:49:45 am**

I don't believe you can dig in hell. Although, after we weather the first wave, we could route some water and magma into hell and dig into the obsidian.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 21, 2011, 01:44:08 am**

Here is my tactic.

1 :: Candy Veins have a 6x6 Tube that you need to be cautious of. This is that of the wall around said tube. So chipping at the walls that could not contain said tube is the best bit, in other words the one tile strings and the large clomps of 2x2 areas. Anything that could have enough space for a 2x2 tube behind it that isn't accessable via a diagonal path already is safe to mine. But be warned there is chances of 2 or more 6x6 danger zones overlayed over the vein.

2 :: Outfit 2 or more Axe Legion of 10 Dwarves, they need to be well trained in Axes and Shields to the fullmost, Shield for blocking firebolts and axes for cutting off parts, last I checked Axes have mainly slash attacks, slash has chance to dismember and thus, armless deamons (if they have limbs) Hentai Deamons would be a little more difficult. Then what is needed is 4 Legions of 5 squads of MM, I choose 5 because this will allow for an easier to control firing line over the 10, when a dwarf is shooting while standing onto of another dwarf, they don't perform as well. They need to be equipped with the basic of gear, as they will not be on the front line, they will need 1000 bolts each dwarf. 500 for the first Breach, and more coming in by Dumping into hell when a foothold is captured...

3 :: To capture a Foothold three things will be needed. 1: The army naturally. 2: A Command Bunker on the top of the Vein, this bunker is where the Dwarves will first hold off at the vein, there will be needed three things for this but that will be explained better later. And finally 3: The Breach Bunker. The Breach Bunker is actually located on the Roof to Hell, captured at the first Tube to Hell, building this will need to be fast and quick, so thus at the Command bunker will need enough Blocks (cut stone for easier storage and transportation) and many Legendary Miners to construct it as quickly as possible.

The Command Bunker is this. Find the top of the Vein, Dig above by 2 zs so that you can then rebuild a dome around it with Hand built walls, make sure that the only thing inside the dome is the vein at this time. Inside the Dome build 4 watch rooms which are two stories high, the second story above the last tile of the vein, build them so that they are on different points over looking the planned breach point. Directly infront of your BP, prepare a simple room in which a Raised Bridge will be the only thing between the room and the BP, make it wide, inside this room set up other single tile raised bridges in a staggered formation. Inside this room behind these staggered bridges is your AxeDwarves. They will wait till the Deamons break down the bridge between them and the BP. Inside your watch towers you set up your MM squads, behind them is enough Bolts for 200 each... Prepare a long tunnel on the opposite side of the breach point in which you can bring in your Sacrifice or Speedy Miner. This miner's job is to remove the wall and bug out as fast as possible. Do this by having another tile that he can dig ready for him when he is done with the Vein that no other miner can get to (or turn off all other), he will mine then dash to his new job, when he exits the tunnel he should be safe and a Mason can put up the wall. Unless the Deamons can fly you should be good, as they will take alot of bolts before they reach the bridge which they will breakdown releasing your own version of a Deamon Rush as your Axedwarves decend out and assist in the fight. If all goes well, you should be able to clear out this wave.

Rebuild your Axedwarf Bridgewall and bring back your axedwarves behind it, leave it down so that when you remove a wall in the back of your Axeroom and bring in the Masons carrying their Blocks, they now need to go as quickly as possible to start setting up the Breach Bunker. if they are threatened call them back to a Burrow with an alert and the Axedwarves forward infront of them, hopefully your masons will make it back out of the Axe Room and able to reseal it while your axes defend and MM shoot. Keep rotating in more Axe Legions each wave. Soon you will be able to build the Breach Bunker. The bunker is attached to the roof with stairs and a smallish room to start with, when the room is compleate fill with Bolts and then set up your MM inside the room, have some Legendary Engravers turn those walls into fortifications, your MM can then shoot down out of it... While this is being done, prepare a funnel through your room to pump a Magma and Water pipe to make your own Helltube which you can then carve out of the Obsidian into hell...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **kerlc** on **May 21, 2011, 01:54:17 am**

Quote from: Neyvn on May 21, 2011, 01:44:08 am

Here is my tactic.

1 :: Candy Veins have a 6x6 Tube that you need to be cautious of. This is that of the wall around said tube. So chipping at the walls that could not contain said tube is the best bit, in other words the one tile strings and the large clomps of 2x2 areas. Anything that could have enough space for a 2x2 tube behind it that isn't accessable via a diagonal path already is safe to mine. But be warned there is chances of 2 or more 6x6 danger zones overlayed over the vein.

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more Axe Legions each wave. Soon you will be able to build the Breach Bunker. The bunker is attached to the roof with stairs and a smallish room to start with, when the room is compleate fill with Bolts and then set up your MM inside the room, have some Legendary Engravers turn those walls into fortifications, your MM can then shoot down out of it...

While this is being done, prepare a funnel through your room to pump a Magma and Water pipe to make your own Helltube which you can then carve out of the Obsidian into hell...

wow, that sounds like an awesome strategy, that could be used when we here breach into hell and bastard sons of rebecca black and justin bieber shall wage war upon us.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 21, 2011, 06:42:55 am**

Assuming the fortress lasts until then, I'd like to take turn 11 and see what other crazy project I can create.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 21, 2011, 08:09:55 pm**

Just a little warning, my turn is probably going to take a mite longer than I expected. I'm in the middle of a full weekend function.

Might get through some more tonight, not sure.

Edit: Getting through some more.

Overseer's Journal: 16th Hematite, 754:

We've had a few minor problems, but nothing serious. One of the wells has dried. I ordered it deconstructed, and a hatch cover placed above the open hole, lest some unwary dwarf stumble in. That should keep them from reminding me that "I can't clean myself! The well is dry!" There is a perfectly serviceable one right next to you. Cretins.

Nomal Zasitlikot has been possessed, and is demanding a workshop and raw materials even as I write. Hopefully, we'll have what he needs.

The extraction of adamantine goes well. I plan to allow access to it only to go to our finest smiths, so that it might be utilised properly. I must admit however, even if only in my private journals.... I am deeply troubled. The adamantine calls to me, like a siren. It wants me to fetch it from the walls. All of it. Each piece. But that is lunacy! Still, each day that passes, my desire grows. I don't know what to do.

Perhaps it's my imagination. And besides, what do I have to fear? The tales of demons, and hell, capped by spires of adamantine within the earth? It is childish nonsense.

Yes.... Simply a fool's worry.

Edit: Cappstv is now dorfed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 22, 2011, 12:19:50 am**

Don't deconstruct the pitchblende well! :O

(It just needs one more level channeled out. I wasn't able to complete it due to the ... minor incident with BATTERY. It should be safe now though.)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 23, 2011, 02:26:31 am**

So um... how's progress going?

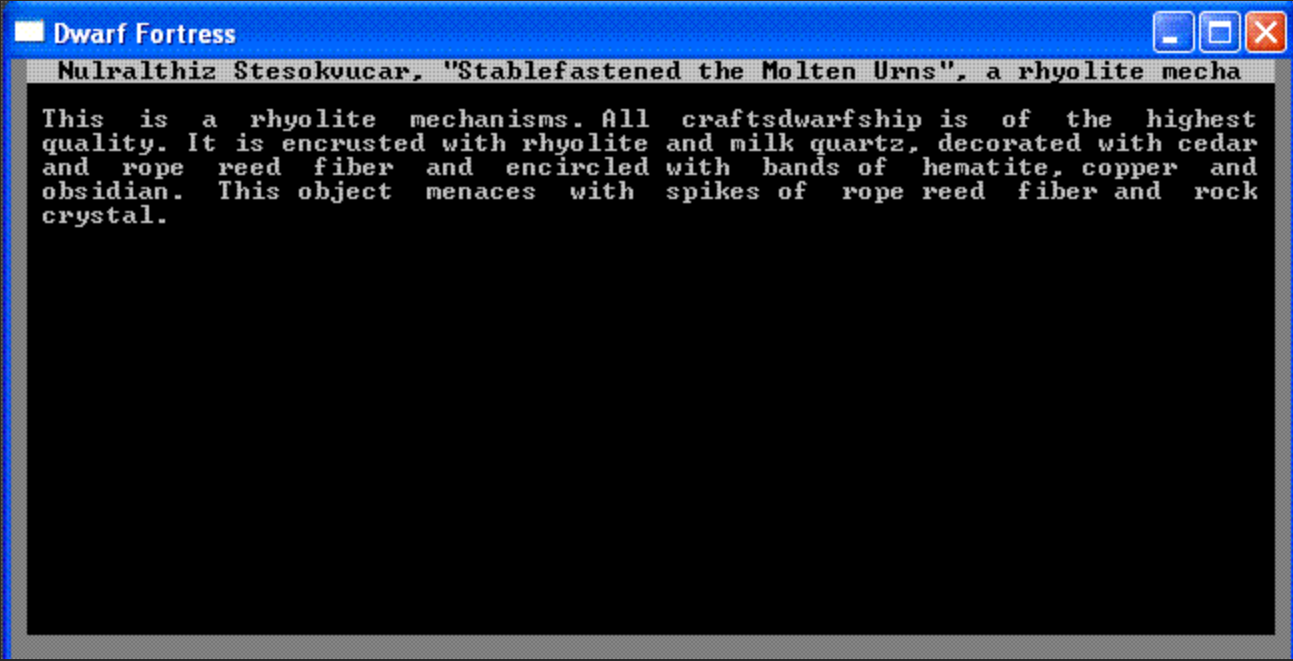
Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 23, 2011, 10:31:26 am**

Sorry, the pitchblende well is already down. Not sure how I'd go about channeling out that bottom square, letting in water. Seems dangerous.

Also, Noodle, what progress do you mean precisely?

Overseer's Journal: 9th Galena, 754

Nomal Zasitlikot created an interesting set of mechanisms.



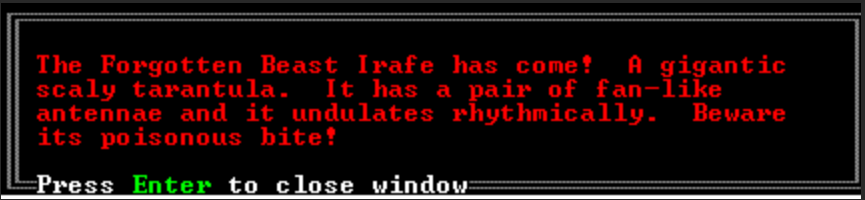
Most impressive. If I ever fix the problem with that second well, I can use this mechanism when I set it up again.

It is almost Fall now. I have decided that our military is still lacking. As such, I have recruited new members, and am also forming a crossbow squad. I have designated an area near the barracks to be mined out and used as an archery range. We will not be caught without a skilled force of crosbowdwarves.

The pace of adamantine extraction is unacceptably slow, though not unexpected. Despite my coaching, the miners refuse to mine out

unexposed adamantine. We are still getting the occasional chunk in this fashion, but it would be far more efficient to carve out each vein in its entirety. I have begun to hear whispered accusations of madness. For now, I will not give the miners a direct order to remove the main shaft of adamantine. They will simply have to carve out the remaining area around them, including the loose adamantine.

Eventually however, there will be nothing left to mine but the main veins. Then, they will either obey my commands, or I will hammer them myself. I want that adamantine.



A Forgotten Beast has appeared in the second cavern. It is sealed though, so it is a mere annoyance, and nothing more.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **May 23, 2011, 11:22:17 am**

how is the millatery doing?

i know their newbies atm, but its nice to know if their getting half decent.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 23, 2011, 11:22:47 am**

You could always excavate the adamantine yourself, after building a wall to keep the naysayers out. >\_>

This might negatively impact fps, though.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 23, 2011, 01:32:35 pm**

Quote from: wlerin on May 23, 2011, 11:22:47 am

You could always excavate the adamantine yourself, after building a wall to keep the naysayers out. >\_>

This might negatively impact fps, though.

Nah. I'm just using addy madness as the shtick for my turn. Barring hilarious disaster, I know how I plan to end my turn.

Of course, just before I saved up last, a siege showed up. I haven't dispatched the troops yet, but hilarious disaster may be in the cards, either way.

Next post, I will update everyone on the military and their associated skills.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 24, 2011, 12:15:54 am**

Double Post! I know, I'm sorry. Update though!

Overseer's Journal: 26th Galena, 754:

It has been an eventful week. We received word of an approaching human caravan. I demanded our trade goods brought to the Depot, and made myself ready to receive the humans into the fortress.

Imagine my surprise when one of the hunters returned, swearing up and down that a goblin siege had come. Needless to say, I prepared for the worst. I ordered everyone inside the gates. Despite this, several of the hunters took potshots at the goblins. Not that I can say they were in the wrong. After waiting a few short days, I realized the single squad of axemen the goblins had sent were the only goblin forces in the area. I mustered our forces to engage the enemy.

The battle was brief, and bloody. Luckily, we had no losses, though there were, I am told, minor injuries. Our one armed swordsdwarf, Tholtig Mengluslem, received a few slashes on his feet and legs. He has been ordered bed rest.

A few of the military are looking surly. I am looking into options for raising morale. I will report on this later.

Also, I've heard reports of more ghosts wandering the halls of the fortress. Unacceptable. I have designated a spot mined out, where I can arrange memorial slabs. A Mausoleum also needs to be carved out.

I've also evaluated the military skills of our fortresses inhabitants. I've attached to relevant notes underneath.

The Mountainous Hooves:  
Ingiz Thadinod: Axedwarf, Militia commander  
Skilled Axedwarf, proficient Marks dwarf, Competent Shield User, Adequate Armor User, Proficient Fighter, Adequate Archer, Novice Wrestler, Novice Striker, Proficient Dodger  
Notes: None

Deler Erushdeduk: Swordsdwarf  
Novice Swordsdwarf, Competent Armor User, Talented Fighter, Adequate Wrestler, Adequate Biter, Novice Striker, Skilled Dodger  
Notes: Hospitalized with a head wound.

Tryrar Kubukkulin: Axedwarf  
Skilled Axedwarf, Talented Fighter, Novice Wrestler, Novice Striker, Competent Dodger  
Notes: No kills in combat yet.

Led Ushillikot: Speardwarf  
Competent Speardwarf, Adequate Shield User, Adequate Armor User, Proficient Fighter, Adequate Wrestler, Adequate Striker, Competent Dodger  
Notes: Nothing Important

The Gears of Day:  
Udil Unibeddud: Recruit  
No skills above dabbling.  
Notes: Injured in the siege, damage to the left arm and hand.

Vucar Buketreg: Hammerdwarf  
Competent Hammerdwarf, Competent Shield User, Competent Armor User, Competent Fighter, Competent Dodger  
Notes: Currently Injured. Left foot cut open.

Aban Lecadast: Militia Captain  
Adequate Hammerdwarf, Adequate Shield Dwarf, Adequate Armor User, Competent Fighter, Adequate Dodger  
Notes: Currently tending to the wounded. Quite noble.

Kulet Omtun: Wrestler  
Adequate Armor User, Adequate Fighter, Adequate Wrestler, Adequate Dodger  
Notes: Training to become a swordsdwarf.

The Short Papers:  
Tholtig Mengluslem: Fighter  
Adequate Swordsdwarf, Adequate Shield User, Novice Armor User, Competent Fighter, Adequate Striker, Competent Dodger  
Notes: Right lower Leg and left foot are cut open. Lost an arm previously. Seems to be used to tragedy.

Adil Monomamal: Fighter  
Skilled Armor User, Proficient Fighter, Skilled Biter, Skilled Dodger  
Notes: Also missing the right upper arm. Seems happy despite this.

Fath Dogikuzol: Fighter  
Adequate Swordsdwarf, Novice Shield User, Competent Fighter, Novice Wrestler, Novice Striker, Adequate Dodger  
Notes: Nadda

Vabok Nitigdatan: Tactician  
Skilled Macedwarf, Competent Shield User, Competent Armor User, Skilled Fighter, Novice Striker, Skilled Dodger.  
Notes:The husband of the current mayor.

Karakzon Besmararek Kilrudatesh Tosed: Macedwarf  
Talented Macedwarf, Proficient Shield User, Skilled Armor User, Adept Fighter, Adequate Striker, Proficient Dodger.  
Notes: Seven goblin kills. Oh, and a raccoon.

BladeMaster Uzoligam: Overseer  
Novice Swordsdwarf, Novice Shield User, Adequate Fighter, Novice Striker, Competent Dodger  
Notes: The Overseer duties leave me no time to train, unfortunately. I've still managed to acquire one kill though.

The Dented Armors:  
Rovod Kelsanreb: Militia Captain, Marksdwarf  
Novice Marksdwarf, Novice Armor User, Novice Archer, Novice Dodger  
Notes: Has not begun formal training yet. Just as well, his medical skill will be useful, seeing as we have four injured right now.

OOC: Not doing that again.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 24, 2011, 02:01:24 am**

Lol, two of our fighters with missing limbs. Interesting how they seem to have the best mental condition.  
Can you post a pic of the hospital?

Also, what is a tactician?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **May 24, 2011, 03:28:55 am**

thanks man ^^  
  
seems its all going well. keep it up.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 24, 2011, 03:43:12 am**

Quote from: noodle0117 on May 24, 2011, 02:01:24 am  
Lol, two of our fighters with missing limbs. Interesting how they seem to have the best mental condition.  
Can you post a pic of the hospital?  
  
Also, what is a tactician?



Done and doner.

As for what a Tactician is, I 'unno. :-\

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **noodle0117** on **May 24, 2011, 06:33:29 am**

Nice Hospital.  
I usually just lump a bunch of beds in a single room and call it a hospital.  
Guess I should start putting some order into my room designing.  
Also, what exactly are you trying to dig out in the upper left corner of the pic?  
It'd be pretty awesome if it were some kind of cave in trap for unwanted outsiders, although judging from the design I'm guessing its not.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **tryrar** on **May 24, 2011, 08:48:15 am**

actually, it appears he's mining out an archery range, if I'm not mistaken. I personally don't go for archers myself, it can be hard to get them to actually shoot at the targets IMPE

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Neyvn** on **May 24, 2011, 09:15:18 am**

There are ways to get them to train. Most of the time its because they want to do Melee training or something and you didn't set them up with an Armour/Weapon stand, so they go AWOL around the meeting hall...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **AnimaRytak** on **May 24, 2011, 09:38:13 am**

Hey Karazhon got himself a title.  
  
If anyone makes a danger room, he's going in first.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Karakzon** on **May 24, 2011, 12:01:01 pm**

lol.  
thanks. whats the title?  
  
dont belive ive ever used danger rooms in my own fortresses. as such, really bad ass dwarfs are alot rarer than youde think, but when their properly bad ass, they really really are.  
  
as for the archery range: lining them up in a row and creating each as a room usualy works for me, though it uses up alot of bolts, do you think doors and hatches could be utilised to create a amno efficient range? ill have to try this eventually.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Impending Doom** on **May 24, 2011, 04:49:24 pm**

I didn't see germayne amontg the list of combatants. Did she not get to fight?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Blade Master Model 42** on **May 25, 2011, 12:36:32 am**

Quote from: noodle0117 on May 24, 2011, 06:33:29 am  
Also, what exactly are you trying to dig out in the upper left corner of the pic?  
  
That's ye olde archery range. I noticed we were missing one.  
Quote from: Karakzon on May 24, 2011, 12:01:01 pm  
lol.  
thanks. whats the title?

Pulleychurch The Bronze Radiance of Stops.

Quote from: Impending Doom on May 24, 2011, 04:49:24 pm  
I didn't see germayne amontg the list of combatants. Did she not get to fight?

She may have been one of the Hunters shooting at the goblins. She's certainly not a member of the military. She's a legendary marksdwarf though.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Blade Master Model 42** on **May 25, 2011, 06:28:53 am**

Overseer's Journal: 25th Timber, 754  
  
I ordered a mausoleum dug, finally. With all my attention on Adamantine, I'd nearly forgotten my duties to those who have fallen. I am deeply ashamed. I don't feel well either. I'll often forget what I'd been doing, and I woke up with a pick in my hand a few nights ago. I'm beginning to fear that something is very wrong with me. I worked through the trade with the caravan from the mountainhomes in a daze. Alcohol has no taste these days. Something about this place is getting to me. I must find the cause. Anyway, Oddom Urvadusen was possessed and claimed a craftsdwarf's workshop. He made a pine amulet. Woo- I must go. There's been an ambush.  
~Addendum~  
Crisis averted. We lost a stray cat, and one of our wrestlers was struck repeatedly in the head by a hammer goblin, but we made it through without casualties.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Dariush** on **May 25, 2011, 07:10:52 am**

I'll take a turn at this too. Dorf me as Dariush, any legendary.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Blade Master Model 42** on **May 25, 2011, 07:39:37 am**

Quote from: Dariush on May 25, 2011, 07:10:52 am  
I'll take a turn at this too. Dorf me as Dariush, any legendary.

You have been dwarfed as Dariush Imushkathil, or Dariush Dikewet, if you prefer.



Overseer's Journal: 8th Obsidian.

I had a kennel placed in one of the unused rooms, and trained up the the dogs we had into war hounds. No idea why this wasn't done sooner. Also, I have decided to set up a ballista battery at the end of the entrance hall. It might be well enough protected now.



~Addendum~

I just got back from an argument with one of the miners. I'll start from the beginning.

Yesterday, the last of the loose adamantine we're aware of was mined out. There'd nothing left but the main veins, along with anything submerged in the magma. Not that we can get to that. Yet. With any loose adamantine gone, I was certain the miners would be willing to mine out the core of the veins. I was incorrect. They say we haven't processed what we have. Apparently, they think it would be worthwhile to mine for other metals and process the forty odd chunks of raw adamantine we have before tempting fate. I nearly struck him. How he dared question my judgement, I can not understand.

It matters not. I will send the miners to a remote section of the fortress, and do the job myself. It's been some time now since I've taken up the pick, but I still know which way you swing it! I will mine out the adamantine myself, the fools!! We'll see who's insane then!!! I WILL BE CLAD IN THE METAL OF THE GODS, AND NO FORCE WILL BE ABLE TO WITHSTAND ME!!!!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 25, 2011, 12:09:55 pm**

I was hoping someone would take advantage of that entrance setup and use ballistas.

Also, Deathgate Madness strikes again! I think a psych ward is needed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 25, 2011, 05:16:04 pm**

maybe we should just dig out a chamber for all the previous overseers that have gone mental but with access to food and appropriate industries and stuff.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 26, 2011, 12:05:10 am**

Journal of Kol Osirinod, Mayor, 1st Granite, 755:

A most disturbing set of events has transpired. Our Overseer, Blade Master, went completely insane yesterday. One of the stone haulers caught her mining into the heart of an adamantine tube, despite the danger. It took four hammerdwarves to subdue her. She is recovering in the hospital now. More bizarrely, she claims to have no memory of the last several months, except for the recent goblin ambush. Most bizarre.

In my best judgement, I believe it would be best if Blade Master never touched a pick for the rest of her life. Also, she is not to be allowed into any space beneath the Mausoleum. The chances of her attempting to break into the adamantine tube again, and the horrors she could possibly release... I'd rather not think about it. If we just keep her busy, sparring and fighting, we won't ever have to worry about this mess again.

We, however, will have to find someone new to take the mantle of command. I am only the mayor of this settlement. My job is to speak with liaisons and comfort grieving dwarves, not running a fortress. I will have to find someone.

OOC: So ends my run in Deathgate, home of the doomburger. As I said, all adamantine that's safe is mined out, as far as I know. (NOTE: What I know to be 'safe' is any adamantine not touching an unknown square. Someone might know better than me, in which case, have at it!)

The fortress defenses are solid as a rock, but we need more marksdwarves. We've got one. Uno. Not enough, ya dig? Plus we need a better siege system. Whenever goblins showed up, I had multiple animal deaths. For preference, we get everyone and everything inside, and then let them attempt to get across the bridge. What with all the weapon traps, ballistae (hopefully working correctly at that point) and the lack of OSHA compliance, most, if not all, attackers will be taking a multi-z-level drop. I've seen it mess them up before, it'll do it again. When the gobbos are stunned, send in the troops to finish them off.

I also set up another farm, just because I felt the farmers didn't have enough to do with their time. Speaking of, we have a LOT of idlers. I couldn't figure out what to do with them all. I suggest we make some kind of magma related mega-project. Our food stores are, well, see for yourself.

City Rashinod Okbodgeshud, "Deathgate the Doom-Fortress"									
Animals		Kitchen	Stone	Stocks	Health	Justice			
Created Wealth:		2411661*		Population:		132			
Weapons:		26239*							
Armor and Garb:		39532*		Miners		⊗	7	Axedwarves	⊗ 1
Furniture:		112000*		Woodworkers		⊗	9	Axe Lords	⊗ None
Other Objects:		1028042*		Stoneworkers		⊗	4	Swordsdwarves	⊗ 1
Architecture:		631095*		Rangers		⊗	5	Swordmasters	⊗ None
Displayed:		548089*		Metalsmiths		⊗	9	Macedwarves	⊗ None
Held/Worn:		26664*		Jewelers		⊗	5	Mace Lords	⊗ None
				Craftsdwarves		⊗	15	Hammerdwarves	⊗ 2
Imported Wealth:		156084*		Nobles/Admins			2	Hammer Lords	⊗ None
				Peasants		⊗	3	Speardwarves	⊗ 2
Exported Wealth:		34358*		Dwarven Children		⊗	13	Spearmasters	⊗ None
				Fishery Workers		⊗	8	Marksdwarves	⊗ 2
Food Stores:		4212		Farmers		⊗	33	Elite Mrksdwrvs	⊗ None
Meat	114	Seeds	804	Engineers		⊗	9	Wrestlers	⊗ 1
Fish	None	Drink	1601	Trained Animals		A	6	Elite Wrestlers	⊗ None
Plant	129	Other	1564	Other Animals		A	40	Recruit/Others	⊗ 1

Also, oddly, turkeys aren't claiming the nest boxes on the level with the BATTERY. Not sure why. I actually wanted a turkeyspllosion, but no luck. Maybe the next player can do so.

Another thing I forgot to mention. I set up few additional smelters, and one additional forge. I set it to legendary only, and it's awaiting the smithing of a pair of swords and a pair of axes.

Save will be up momentarily.  
http://dffd.wimbli.com/file.php?id=4440 (http://dffd.wimbli.com/file.php?id=4440) Ta-da!

If there's a problem, let me know, because I'm holding onto the save.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Impending Doom** on **May 26, 2011, 12:11:18 am**

Draft Germayne. She's already a legendary marksdwarf, after all.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 26, 2011, 04:34:36 am**

Right then, I guess that its my turn now...

EDIT:: Um, how do I go back to the Natural coding for the Graphics??? The symbols for the walls and shit are so foreign to me I can't tell...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 26, 2011, 04:45:54 am**

Just get re-acquainted with your 'k' key. That's what I did.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 26, 2011, 04:56:56 am**

Fixed it...

Genned a new world, started a fort, abandoned said fort, copied the Raw Folder from the save there and then pasted it over the raw folder in Doomgates save... Now then Time to get started...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 26, 2011, 05:32:37 am**

Journal of Kol Osirinod, Mayor, 1st Granite, 755:

It was in the Eve that I found the replacement to the role of Overseer for the Late Blade Master, though she is still healthy in body, her mind I worry about. The Craze that had overcome the Overseers of past had always worried me even before I took office, something that no doubt no one had ever suggested a Military Overseer before. But with the constant pressure by the Overseers of past to breached to Hell and Back again led me to look into someone who is still sane but has the Wellbeing of the Fort in their mind still. I found this Dwarf to be looking through a Slatebook near the Barracks, idling the time before returning to his drills, a Crossbow slung over his shoulders. He came to the Fort as a Doctor I believe. His skills used many times already but as of recently he had taken arms, perhaps this was something I should have taken note of, a Foreshadowing if you will, for what Doctor looks to make wounds...

~~~~~

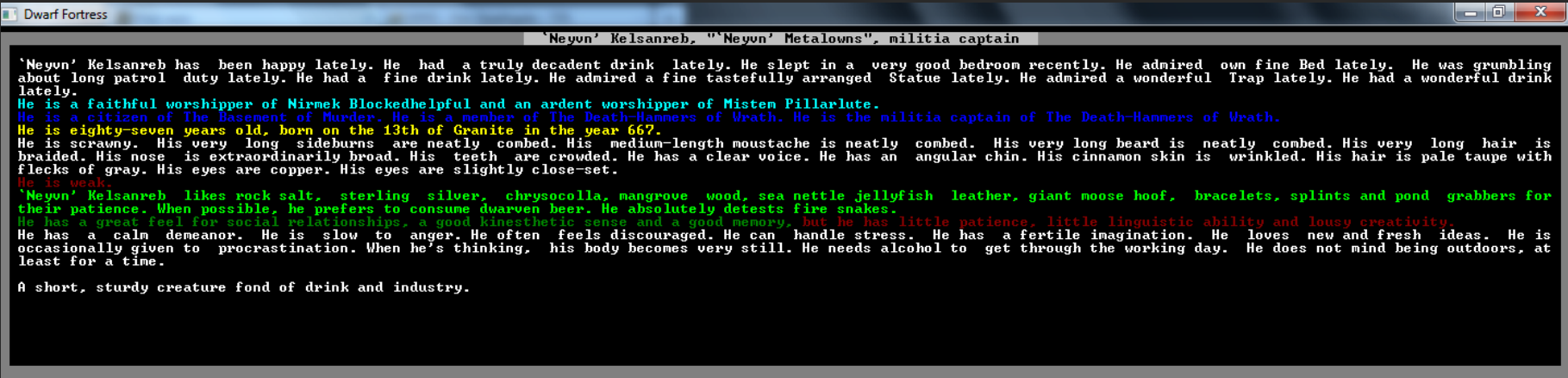
The gathering of the Dwarves murmured with noise as they pack together in the small dining hall, not before had it ever taken this amount, a place where perhaps half the Fort was spos to be at one time, and now you couldn't see the floor for the Beards. Rumor had been going around the fort about the last overseer's actions, those that were there informing those that were not with the truth, though sometimes slightly exaggerated. One dwarf stepped up onto a Throne before he lifted himself onto the table, most recognized him as the Doctor they had gone to for the slight aches and pains, but something was different about him, he carried a weapon. A Tool to Harm, not to heal...

"My name is Neyvn Kelsanreb," He announced to the Gathered Dwarves, "Militia Captain of the Dented Armors. I had been signed on to start the beginnings of our Army, to take command as Overseer of Deathgates, My aims of the Future will be as such, we will make better living standards, more sense and order to the systems and to, as I mentioned before, raise an Full Fledged Army, we will gracefully accept volunteers, but those who will be..." He paused slightly, "Asked' will be greeted equally..." The smile beneath his Beard was barely seen except by those that stood near the feet of the table, each dwarf subconsciously taking a step back as far as they could before being pushed forward.

"We will have something to look forward to over the course of my Watch,  
May we all Live until the Greys in our beards match the Red Blood from our foes!!!"

With his last exclamation the crowd cheered with a great bounding noise as he climbed down from the Table, a Dwarf came to his side as he shoved the slate-notes into the dwarf's hands, they were a useful tool that he would later thank the dwarf. For otherwise the tripping of his words would never had gone down well...

~~~~~



~~~~~

Right then. Can I just say. Wow, what a Mess...

Is there any order to this? There is barely any doors on the Bedrooms, all the Workshops are Clumpped together as if not a care has been taken and the Battery. You call it that, WASTES A lot of power. I mean, You are using a Mechansim to every 2 Waterwheels, thats wasting around 160 Power just to connect it up. Then theres the amount of Axels used. I know that We are spos to be Mad Overseers with the call

for the Hell grounds, but that doesn't mean that we can't have a bit of control...

Time to put some Order to this mess...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 26, 2011, 10:34:34 am**

Quote from: Neyvn on May 26, 2011, 05:32:37 am

WASTES A lot of power...

But that's what makes it *Dwarven*. :P

So let's see what else we have here...

**1. AnimaRytak**

Fort Status: Manager, bookkeeper, and first fort overseer

Accomplishments: Founding Deathgate

Reason for demotion: Read a scary letter and grew reclusive from society :o

**2. Noodle0117 (me!)**

Fort Status: Mechanic

Accomplishment: Built Big Acceleration Transforming Transistor Extracting Raw Energy Yield

Reason for demotion: Haunted to madness by demonic dreams.

**3. (Irony) wlerin**

Fort Status: Mason/Engraver

Accomplishments: Discovered Adamantine, defended from some goblins, and made the BATTEREY self sufficient

Reason for demotion: Was too psyched out by all the death and injuries.

**4. Blade Master Model 42**

Status: Limb remover and Ex-miner

Accomplishments: Evaluated military and set up a strong defensible fort entrance

Reason for demotion: Was struck by adamantine madness.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 26, 2011, 01:05:40 pm**

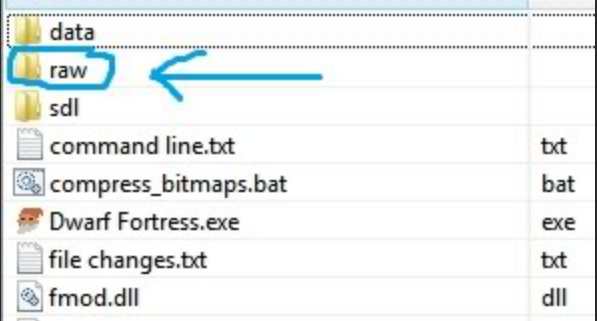
The reason the turkeys aren't claiming the nest boxes is because their in a Pen/Pasture. Lock the door to their area, and turn off the Pasture. They'll start breeding like flies.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 26, 2011, 03:44:51 pm**

Quote from: Neyvn on May 26, 2011, 04:56:56 am

Fixed it...  
  
Genned a new world, started a fort, abandoned said fort, copied the Raw Folder from the save there and then pasted it over the raw folder in Doomgates save... Now then Time to get started...

That's actually pretty ingenious. However...



Quote from: noodle0117 on May 26, 2011, 10:34:34 am

Quote from: Neyvn on May 26, 2011, 05:32:37 am

WASTES A lot of power...

But that's what makes it *Dwarven*. :P

Indeed. Relatively speaking, it's actually pretty efficient.

Quote

**3. Irony (wlerin)**

Fort Status: Mason/Engraver

Accomplishments: Discovered Adamantine, defended from some goblins, and made the BATTEREY self sufficient

Reason for demotion: Was too psyched out by all the death and injuries.

/fixed

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 26, 2011, 03:46:40 pm**

(double post, ignore)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 26, 2011, 07:19:42 pm**

I'll be out of town starting tomorrow until Monday, so if my turn comes up then, skip me

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 26, 2011, 07:31:48 pm**

Quote from: wlerin on May 26, 2011, 03:44:51 pm

Quote from: noodle0117 on May 26, 2011, 10:34:34 am

Quote from: Neyvn on May 26, 2011, 05:32:37 am

WASTES A lot of power...

But that's what makes it *Dwarven*. :P

Indeed. Relatively speaking, it's actually pretty efficient.

Sigh...

W= Waterwheel







Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 26, 2011, 09:12:38 pm**

Quote from: Neyvn on May 26, 2011, 07:31:48 pm

Quote from: wlerin on May 26, 2011, 03:44:51 pm

Quote from: noodle0117 on May 26, 2011, 10:34:34 am

Quote from: Neyvn on May 26, 2011, 05:32:37 am

WASTES A lot of power...  
But that's what makes it *Dwarven*. :P  
Indeed. Relatively speaking, it's actually pretty efficient.

Sigh...

W= Waterwheel  
G= Gear

Code: [Select]

```
WWW_  
WWWG  
WWW_
```

This is more efficient, You use 4 tiles to produce 300 power and only use 5 of it to A; keep it stable and B; have an area to link it. What you do then is just keep putting Waterwheels next to the left one so that you have one huge long Waterwheel that only uses 5 power to keep it up.

Maybe, but I've heard of people having power sustainability problems if they make an artificial river flow too wide, plus it's my first attempt at making a perpetual motion device... (So I still have stuff to learn)

Quote from: AnimaRytak on May 26, 2011, 08:20:52 pm

I have communed with the spirits of the stone, and they have told me the adamantine layers that have been excavated already are safe for mining. But they warn not to dig even one inch beneath then, as danger lurks beneath.  
  
(Everything above z-level -143 is safe. -143 and below are too dangerous for excavation.)

Sshhhh... don't let the spoilers loose!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **May 27, 2011, 04:02:35 pm**

scratch what I said, I'm gonna be gone until TUESDAY(since MONDAY is memorial day, IIRC). Have a nice holiday!(For those of us in the US at least)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 29, 2011, 10:59:57 pm**

Just to point out, I'm going on vacation. I'll still have access to the internet, but I'll be doing vacation stuff.

Also, status update?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **May 30, 2011, 06:22:37 pm**

Hello world  
Spoiler (click to show/hide)  
bump

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **May 30, 2011, 07:20:18 pm**

Nothing major happened during summer, All Military Squads are now in their Training pattern, taking every 3rd Month off to rest and recover in a staggered pattern. Catapults have been prepared for use to train our Operators so that they will have the ability to fire the weapons without hurting anyone, setting up and then pulling down the Ballista arrows have the chance of failing every now and then and send a Bolt through people...

Soon after everything is set in their correct Stockpiles I have plans for a Watch tower that will extend out from the Marksmen's new

location.



Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **May 30, 2011, 07:31:32 pm**

Also, AnimaRytak, I know you're busy and all, but could you slot me in for a second go at the end of the turn list?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 30, 2011, 08:00:10 pm**

Yeah, same here, when you have time.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **May 30, 2011, 11:49:17 pm**

You two have been added to the list for a second turn, but be advised I've modified the turn order so that noodles and my turn have been moved down the list by one spot and Daruish has been moved to tenth. I wanted to have ten turns between everyones first and second turn, and this lets someone else have a turn before we start looping them. This mostly affects myself and noodle (Daruish too), so hopefully he doesn't mind.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 31, 2011, 12:28:55 am**

Works for me. Half the fun is going to be working out what the heck happened in the ten years I wasn't overseer. :D

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 01, 2011, 09:48:19 am**

Hopefully my guy has a child or something so I can resume as him/her except as a child overseer.  
If not, then I guess we'll just have to find an extra creative way as each of us resume the throne after a decade of leadership absence.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 01, 2011, 06:55:38 pm**

Yo! Back from Memorial Day visit to my mom, so ready for my turn whenever

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 02, 2011, 04:53:43 am**

Once Neyvn's done and Narquolie has his turn.  
It's been a week though, so maybe we should pm him a reminder?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 02, 2011, 05:17:04 am**

A week, it has only been 4-5 days...  
Another Boring Season... Seriously, are the Goblins able attack us or something???





Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 02, 2011, 07:40:41 am**

Quote from: Neyvn on June 02, 2011, 05:17:04 am

A week, it has only been 4-5 days...

Oops, forgot to consider that I live in another time zone. :D  
Just take your time and let us consider the lack of goblin raids as good fortune as we prepare our drunken armies of raging facial hairs for the inevitable clash with the demons.  
Has a danger room been set up or are we just using traditional sparring methods?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 02, 2011, 02:31:13 pm**

Traditional sparring for the win.

Also, goblin raids do happen, I got a couple last turn, as I mentioned. The fact that they haven't harassed you yet just means they're up to something.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 02, 2011, 05:06:49 pm**

I go Traditional all the way, I hate Dangerrooms.

I just discovered that I set my Workshops up wrong, the Legendary Armour Smith wasn't making the Armour from the Candymetal, regardless the one that was was only 1 level or so below reaching legend level.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 03, 2011, 02:41:33 am**

Yeah, I must side with tradition and vote against the danger-room tactic, since it might make the breach somewhat... trivial? I'm not so sure, I've never actually purposefully attacked hell before! :O

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 03, 2011, 02:54:25 am**

I've never seen a danger room in any 'big' succession (Ardentdikes, Failcannon, The New Eternal Halls), so I guess the majority of players (as well as me) are against using them.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 06, 2011, 04:03:39 pm**

Bumping.

Neyvn, are you almost done with your turn?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 07, 2011, 05:33:41 am**

or at least an update on which date you're currently on?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 07, 2011, 05:45:11 am**

...Great, another fortress on the brink of death due to the lax enforcement of deadlines. \*sigh\*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 07, 2011, 06:02:18 am**

Sorry, I just started a new job, been distracted from DF due to it, I get Winter done now...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 07, 2011, 07:27:48 am**

Well crap...  
Last Month of Winter rolling along, woodcutters getting another supply of wood and folk carrying it in and an Ambush hit them at the base of the Rampspiral up. Lost two dwarves. One Civilian one a MM that was on break from military duties and hauling for something to do. Then there was like a SPLURGE of Goblin Thieves following that. And while thats all happening a MM went Moody, and being used to building every Workshop there is I didn't think to check if there was a Glass Foundry. Damn thing has gone Melancholy...

Other then that, a VERY quiet Year...



Save up in a sec...

<http://dffd.wimbli.com/file.php?id=4497>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 07, 2011, 10:22:10 am**

Narqulie taking control, I'll post an in-character development later tonight, (GMT+2 by the way)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 07, 2011, 12:04:42 pm**

Quote from: Dariush on June 07, 2011, 05:45:11 am  
...Great, another fortress on the brink of death due to the lax enforcement of deadlines. \*sigh\*  
On the contrary, AnimaRytak has been very strict in enforcing the lack of any deadline whatsoever.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 07, 2011, 02:36:54 pm**

I'll take a turn!  
  
PM me when it comes around please! Also, a dwarf if you could be so kind, a peasant, male, Iggy McNatz.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 09, 2011, 12:41:25 am**

Yay its moving again!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 09, 2011, 03:22:04 am**

Sorta moving again at least. Try not to take forever with your turns guys.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 09, 2011, 03:31:33 am**

I like to think that my turn went nice and quickly, if slightly unproductively.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 10, 2011, 03:56:28 am**

...yeah, narq, can we at least get an update saying that you've not been eaten by elves?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 10, 2011, 08:03:37 am**

Ah, sorry, being a bit lazy with the heat rising to the 30+c's!  
I'll try my hardest to get a seasonal update written up before tonight, no worries :)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 10, 2011, 11:00:09 am**

OOC:  
My god this place is.. Well.. It's huge, and it's a mess :D Stuff everywhere! Dwarves everywhere! I've mainly kept my popcap at under a 100, playing on a netbook at the uni instead of studying and all that, and.. wow.  
  
So I had an eventful first 1/4th's, a siege, a barony, everything! Strap yourselves in and read on. It's a narrative-athon.

PS. Sorry for the picture quality.. I was being a stupid ass and played with Â½ the screen running DF, and snipped pics off that, so some of them are small and rather hard to read.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 10, 2011, 11:25:48 am**

From the journal of 'Narqulie' Buketreg, 2nd in charge of the Walled Banks :

1st Granite, 756  
These hollowed hallways give me the shivers. I don't really believe Domas' talks about a greater, predetermined purpose..  
Seems silly to me, but sometimes when I sneak out for a midnight plump helmet I swear I can hear odd voices in dark corners of the keep.

Who knows, it must be the over-exertion from the training. I recently joined the newly formed military unit The Walled Banks, and I rapidly rose through the ranks to be the second in command, just under Karakzon. He's a great guy, and not at all bad with a mace. But enough about me, I am, after all, supposed to I'm not much a leader, but when Neyvn, the last "overseer" bumped into me in the hallway rambling about the goblins and "demons", I feel I need to get something done about the state of the fortress..

The Current mayor, Ducim Matulcog seems, well... unhappy to say the least. Keeps complaining that he doesn't have the necessary tools he needs for the smooth governance of the fort. I hastily evict a woodburner from a rather fancy bedroom and stick the grumpy old guy in there, maybe he'll keep out of my way for now...



12th Granite, 756

I feel a general unease around the fortress to be honest. Maybe it's the whole naming of the fortress, or the feeling of inevitability around the whole place, but something needs to be done, and I feel it needs to be done around the cursed adamantine.

The dwarven greed for that stuff is legendary, and the stories of fortresses crumbling because of it or the lack of are scary to say the least.

On a happier note we have ample supplies of food and drink, and the enterance hallway and bridge are very secure, I don't believe we need to worry about outside threats much.

23th Granite, 756

With the newfound authority I've mustered with me supplying the mayor with his needs I've order something of a battlement to be build about the larger of the adamantine veins. I dare not puncture them, with the military as fledling as it is, but It's better to have the architecture sorted out if we eventually do mine for more.

I've heard terrible stories of indescribable monsters in the deeps under the magma seas.

25th Granite, 756

I've had a little talk with a master weaponsmith Alath. He is a fine weaponsmith, known throughout the fortress as one of the finest smiths ever to walk the face of this planet. He is commissioned to begin the work on upgrading the military with the finest adamantine weapons he can make. If we are to face the demons of the underworld, We'd better be prepared!



Huzzah!

Digging designation cancelled: warm stone located  
Digging designation cancelled: warm stone located  
Alath Nishistrath has created a masterpiece!

It also seems we have another legendary crafts dwarf around, Bim Fikodalath has reached legendary levels in his armorsmithing, and his job is to churn out 40 full sets of adamantine armor, but this shall remain a secret to him until I've accumulated enough wafers of the shining stuff to make all this..

5th Slate, 756

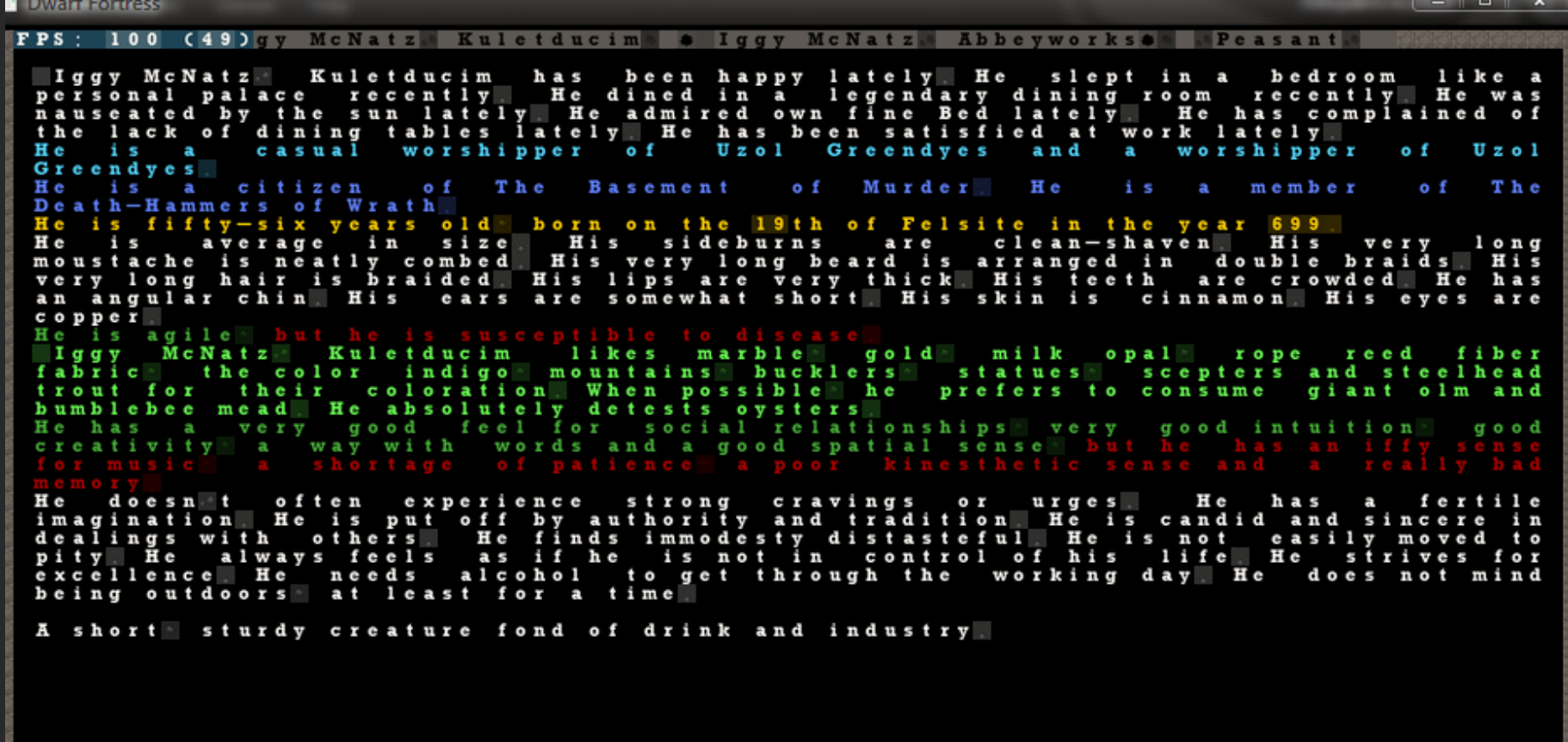
The days and weeks pass on by uneventfully, and I'm not so sure that is a good thing. I've heard stories of goblins on the march, and I've even seen my share of battle with the creatures.

6th Slate, 756

It seems I've been accepted as a stand-in leader for this expedition, with the mayor locked in his rooms shouting at everyone passing not to 'SELL ANY OF MY ARMOKDAMNED NICKEL ARARARARA!' So yeah..

And another peculiar thing. A scruffy looking farmer from the lower levels where the food is grown and prepared jumped on a table in the grand dining hall in the middle of our feast and announced himself to be a naturalist of something or what was it now.. Iggy McNatz? Oh well, well done the guy.





8th Slate, 756

I keep getting these nightmares about tentacle-monsters in the deeps slithering around pillars of adamantine.. On good nights there are some elven ladies involved, but most of the time it's just vexing.

20th Slate, 756

The founder of the fortress, now somewhat of a hermit AnimaRytak came to me and hastily asked if he could get an office somewhere, what with having to do all the bookkeeping around the place. I imagine this is only fair, I got him an office and a bit of an improvement on the general living-conditions.



21th Slate, 756

Oh good, a load of migrants came knocking on the fortress door just this morning. It's not like we have enough people idling about as it is..

Heres the headcount:

Ulabshorast, D. - Diagnoser

Bimalar, K. - Woodcrafter

Oddomvucar, I. - Peasant (ex-teacher)

Onulallas, T. - Armorer

Rakashusrir, O. - Miner (Came with own pick)

Sodelerib, I. -Miner

Nicattun, N. - Metalsmith

Zonoslan, A. - Diagnoser (ANOTHER ONE?!)

Oh god my hand is getting tired.

Litastadil, T. - Siege operatos (Not much good I hear)

Matulcog, I- Siege operator (High master, now were talking!)

and 9 more, mostly riff-raff. I suppose I need to start worrying about housing right about now.

We are now 192 dwarves strong with a booming food and boozer industry and the basics of a powerful army being worked on. Only time will tell what greatness we ahve in store for us!

26th Slate, 756

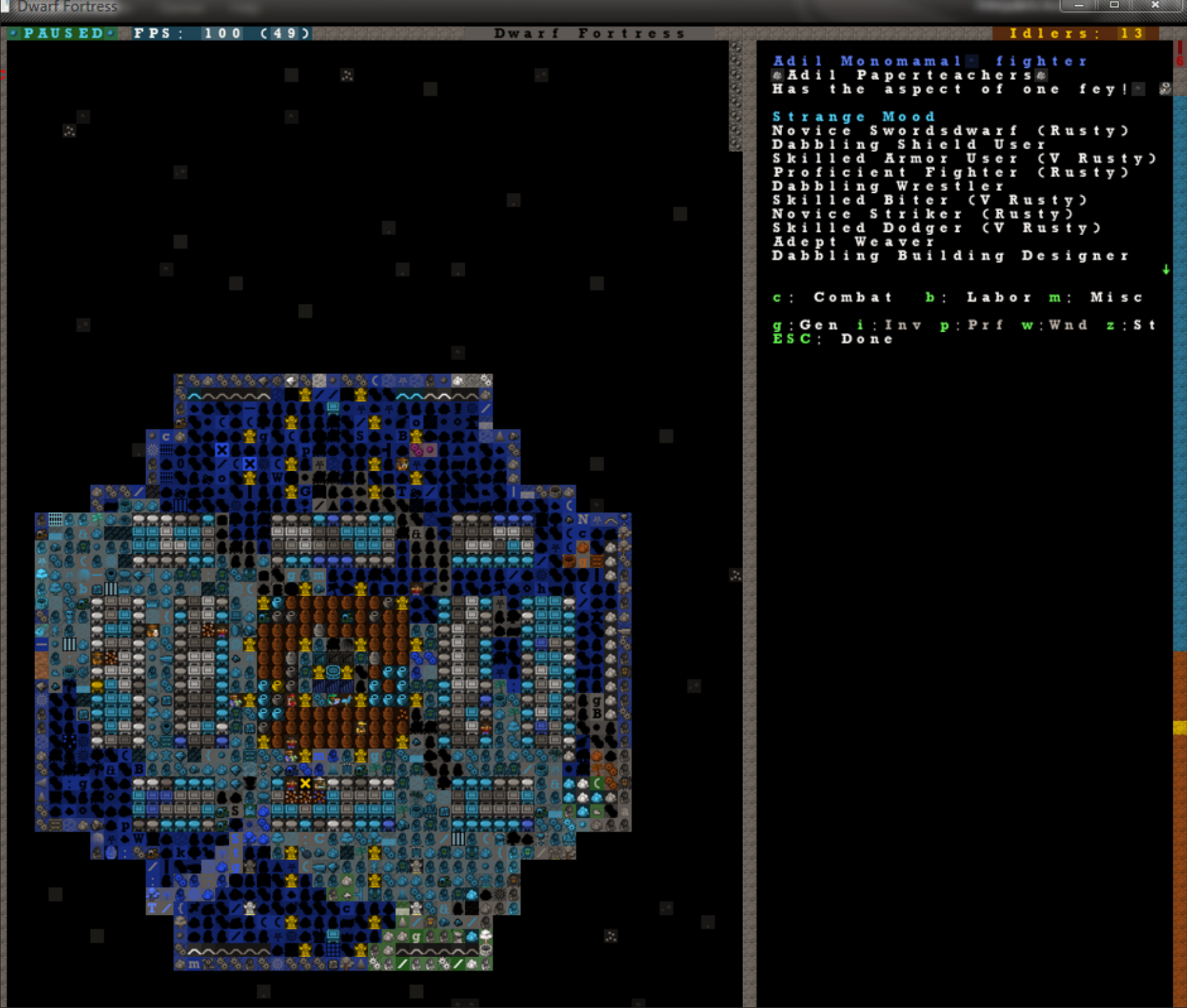
Comedy.. I mean tragedy struck today when Fath Fokerustuth, a longtime village idiot best known for his "Wheres the wiener gone?" performance-art show he so loved to perform in the dinig hall has died of thirst. It's his own fault for going on a hunger strike because we didn't have what he needed for the set of his "grand act", the 'Look how it flies, the dung of the honored Dwarf'.

Your insane ramblings shall be missed.

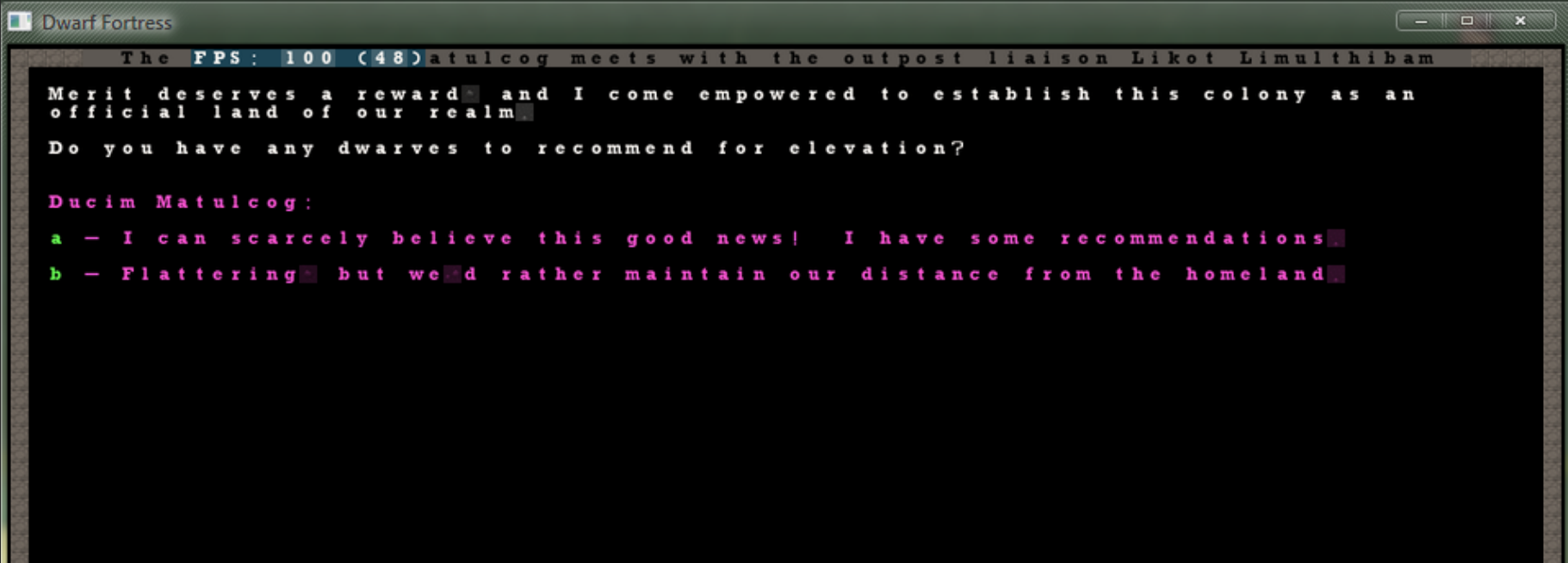
4th Felsite, 756

Today in the main dining room, a fighter Adil Monomamal suddenly jumped up and shambled to a clothiers shop and started shouting about wood and silk and what have you..

Let's see what happens when he gets his pants back on and gathers the materials, I think we have everything he needs.



6th Felsite, 756  
Well butter my butt and call me a biscuit! A liaison from the mountainhomes just woke me up from a nice mid-day slumber to give some news..



I had no choice but recommend AnimaRytak, he is, after all, the one who founded this outpost all those years ago.

17th Felsite, 756  
I'm awakened by the bells in the lookout tolling. I grab my weapons and run to the hallway, and through the commotion I hear people shouting 'GOBLINS!!

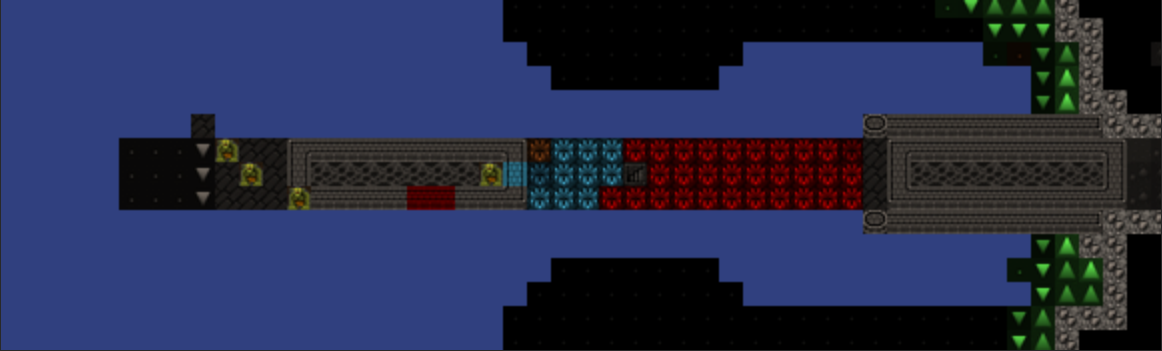






At least 2 squads of the green-skinned bastards poured down from the hills towards the gatehouse. The archers were ready in the watchtowers. The latest reports say that nearly 50 goblins, and a few lords from the classes of weapons were out and about.. All we could do now was wait.

I ordered the ballistae to be readied, and the melee-squads scrambled into a safe place to wait for the coming attack. I sneaked a peek through the gatehouse, and to my horror, a band of troll had climbed up the stairs in fron of the main assault. The huge giants lumbered up the stariway with their masters whips right at their backs. When the force reached the top of the stairs, the marksdwarves opened fire.



Those who weren't directly impaled and killed by the hail deftly dodged the arrows into a 300ft drop and had everything in them crushed to paste. After the main spearhead of 15 or so goblins met their fate at the impenetrable guard of the gates, the rest made a tactical retreat off the map, and the battle was over.

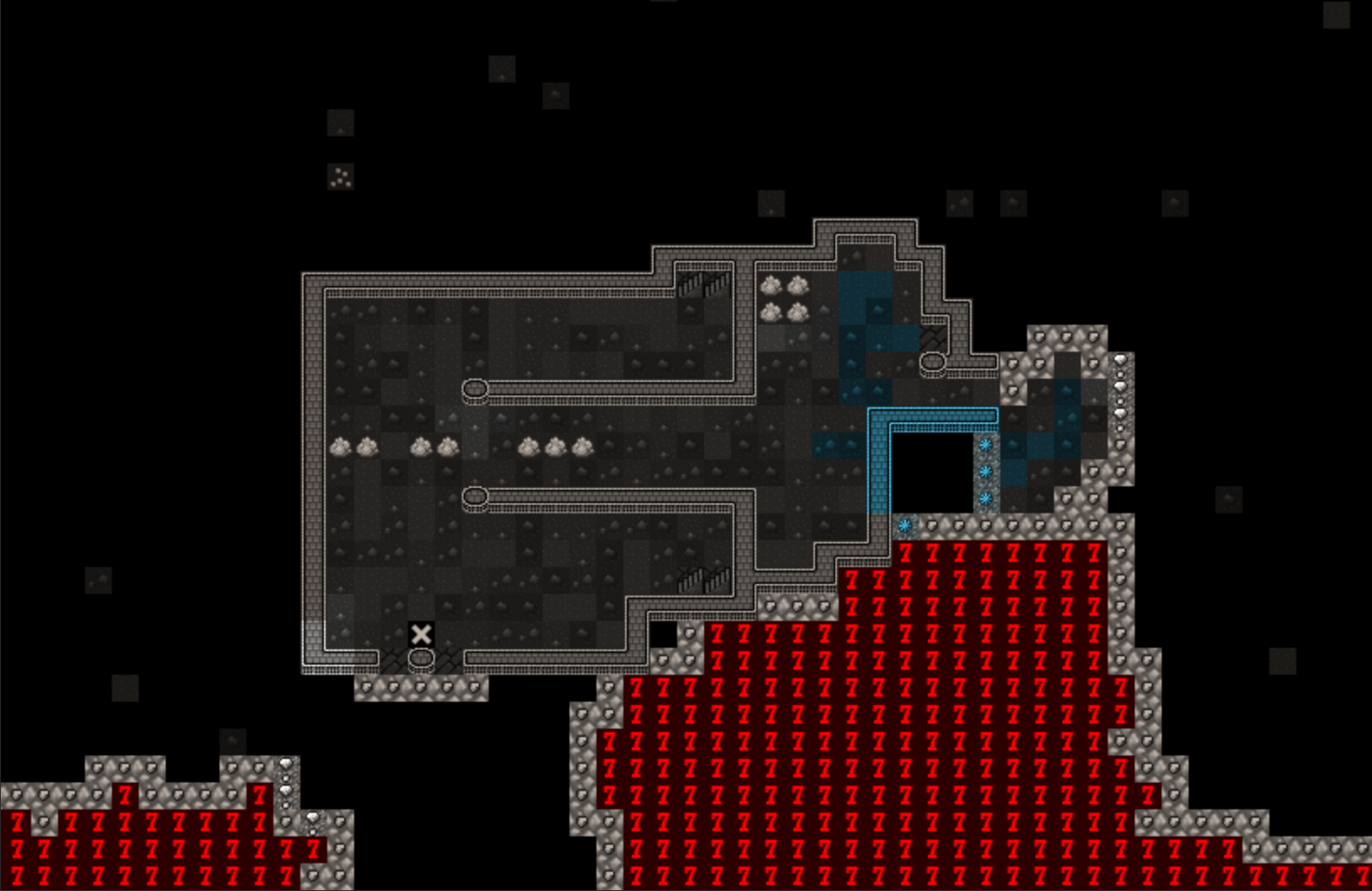
20th Felsite, 756

I passed by Tholtigs room in the hallway. The stench spewing from under the door was indescribable. I do not know what is going on in there, and I do not want to.



25th Felsite, 756

Nothing much has happened after the goblins were forced back. Mrs Satber had a baby, a healthy boy! I can feel the warmth of summer in the air. It's been an eventful quarter.. I've had new experiences, but the chill of the screams in my dreams still haunts me.. I have to dig deeper. I just have to.



OOC:  
The moody dwarf still hasn't started.. Hes asking for stone, blocks, silk, cut gems and wood, and we have all of those, but he just won't collect it seems.. Any suggestions?`  
I'm not going to breach the pillar, actually I'm not at all sure this pillar even has the tube, but it's jsut a matter of some stairs even if we need to go deeper into the vein. But the military still has a lot to learn and we need to arm it better, way better. I've started on adamantine weaponization, also trying to upgrade all of the armor to steel. Sorry for the delay!  
-Narq out



Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 10, 2011, 12:39:13 pm**

Nice update Narqulie!

Too bad I'm unhappy.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 10, 2011, 06:56:18 pm**

Well the Mess was a little more disorganized and for some reason they never started moving everything in the right stockpiles, there are still gems sitting away from the Gem stockpile, SO ANNOYING...

I was planning on changing the Entrance from a mismatch area to a more open and tactical area for melee defense if they get through, but the change to build those Archery Watches made it nearly impossible for anything to get though...

In the Dinning hall, the two tables top and bottom are the ones that form the Meeting hall. So if anyone gets married they should get married there around the gold statues. And don't forget to make more Memorial Slabs for any missed dead dwarf, I made a Ton because I noticed a few Dwarf Ghosts haunting the fort, they seemed to stop after the Memorial Slabs were set up...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2011, 11:58:06 pm**

Who stole my dang-blasted office?

I worked hard for that corner office. Years of sucking up to corporate, years I tell you!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 11, 2011, 03:06:19 am**

Quote from: AnimaRytak on June 10, 2011, 11:58:06 pm

Who stole my dang-blasted office?

I worked hard for that corner office. Years of sucking up to corporate, years I tell you!

I was looking around for half an hour to find out where you lived, and then it came to me. Your dorf was one of the first, so he must be at the first-built bedrooms, and whaddaya know, there, in the 1x2 bedroom he was! I feel a change coming when he gets the barony promotion tho!

I adore the elegance of the entrance. I usually (always) have the standard 1-tile wide dodge-trap into a near bottomless pit at my entrance so I can focus on other matters, but it's crude compared to this :O

I think I'll play my second quarter now

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 11, 2011, 11:28:11 pm**

with 192 dwarves around, what's the average fps of the fort?  
I've never gotten over 100 dwarves on any of my own forts due to too many fps issues.  
Also, is the Batterey still running or did someone turn it off?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 12, 2011, 04:23:42 am**

Quote from: noodle0117 on June 11, 2011, 11:28:11 pm

with 192 dwarves around, what's the average fps of the fort?  
I've never gotten over 100 dwarves on any of my own forts due to too many fps issues.  
Also, is the Batterey still running or did someone turn it off?

I run above 40fps even in the busiest of places, but yeah, It's going to take a toll eventually.  
The BATTEREY is operational, I'm thinking of uses for it, but I'm not much of a mechanic.. Maybe an artificial waterfall for a few more happiness-points or something, but that will kill hte fps even more so.. :D

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 12, 2011, 04:47:59 am**

I think I broke the battery, its more Self sustaining then before and uses less power. AND IT DOESN'T EVEN USE PUMPS!!!! Seriously.  
Ramps on either end make the water move back and forth down the path, turning the wheels...

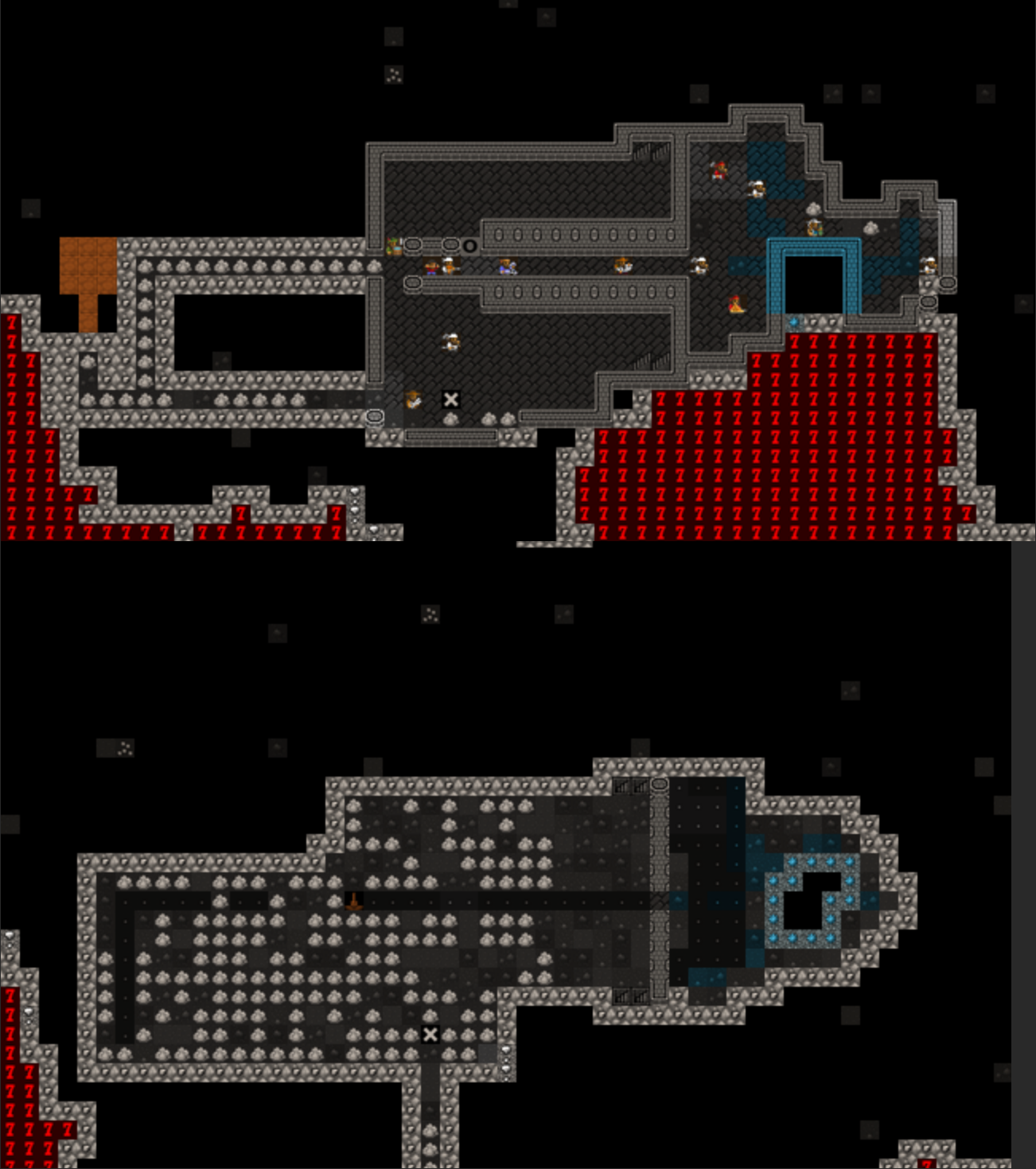
Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 12, 2011, 01:58:47 pm**

OOC:  
Another rather fascinating season, tho' nothing that much happened, but 2 new artifacts, and the work on the breach is going swimmingly!  
/OOC:

From the journal of 'Narqulie' Buketreg, 2nd in charge of the Walled Banks, overseer incognito :  
2nd of Hematite, 756  
Summer has come. The weather is pleasant, and everything is running smoothly.  
Apart from Adil Monomamal's shouting about in one of the clothiers shops for stuff we have plenty of in the fort.. I'm worried about the guy, If he's crazy demands aren't met soon he will surely go insane like the late clown Fokerustuth.

5th Hematite, 756  
I was approached by the fortresses "Mad Mechanic", Noodle, asking about the operations of his "grand design", the intimidating machinery only known as BATTEREY.  
I might try to please his heart by putting it to a good use, but what?  
Oh well, we'll see what comes of it.

6th Hematite, 756  
Work on the defences near the adamantine pillar, now know as Shaft 1 "The Icicle of Doom" is going smoothly. The lower level around the pillar has been cleared and smoothed, and work is being made on an archery-ledge on the level above that for our marksmen.  
With all the siege operators and ballistae-parts around, I'm thinking of putting them to use on the attack to the demons heart aswell.



11th Hematite, 756

The crazed fighter Adil finally ran off and found some silk cloth, but afterwards just got back to his shouting.. I'm very worried for his wellbeing.  
Nothing much else is happening to be honest. The constructions around the Icicle of Doom are going swimmingly, I have all ablebodied stonecrafters smoothing and engraving the halls.

28th Hematite, 756

I was awoken by a terrible scream echoing down the hallway this morning. It was Adil's voice crying out so I rushed to the clothiers shop.



Let's see what the crazy buggers comes up with!

5th Malachite, 756

I've heard reports of some of the military being unhappy with all the trainig they are forced to endure. I've ordered the scedule to be loosened a bit, and we now have 2 months of rest for every moth of training. An uprising by the military could be devastating!

6th Malachite, 756

Adil just ran into the dining hall brandishing a fine spider silk cloth glove. For the right hand as far as I can see.. AnimaRytak quickly assessed it's value to be over 20 000 Urists! What great tresure!

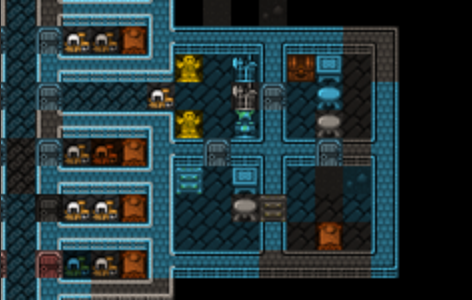


11th Malachite, 756

A wave of migrants has arrived yet again..  
I'm sure I should be celebrating this addition to our force, but the loigistics of handling so many dwarves is getting ridiculous!  
With these new arrivals we are a 202 in number. Plenty of dwarves for various tasks!

20th Malachite, 756

The general feel of the fortress is positive. Things seem to be running smoothly and dwarves are happy! The industries are running without much micromanagement and we have an abundance of food and drink. We do have a slight problem with the varieties of alcohol available, but when the next caravan arrives I plan to get some exotic booze imported.  
AnimaRytaks new office and quarters are being worked on, and everything is going nicely.



5th Galena, 756

Wanting to show off the fortresses might and wealth, I've begun a mining expedition for more gold ore, which I plan on using to "pinp ub" the place a bit.



12th Galena, 756

People are starting to lose it! Another dwarf was posessed by unknown forces today, Ingish Tekkudral, our legendary armorer! HE promptly claimed a magma forge and started gathering materials. This is going to be good!!

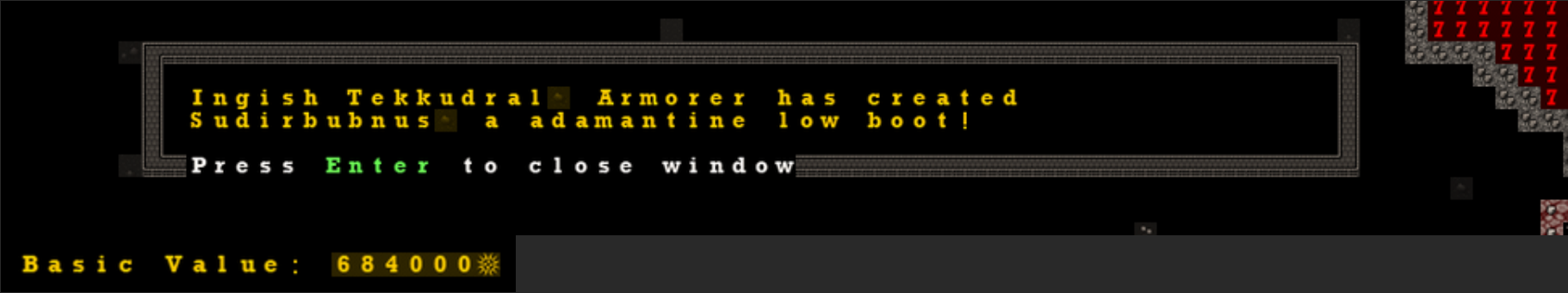


Adamantine wafers..  
And the construction has begun!

18th Galena, 756

Work on the adamantine artifact is still going. And a human caravan arrived today! I'm hauling a lot of useless stuff into theirwagon and filling up on exotic booze and miscellanea.

20th Galena, 756



:O

27th Galena, 756

The traders came and went. With them they took a fewq binfuls of our finest crafts, and in return we got exotic berries and alcohol. Autumn is coming, the trees are losing their green, and a profound chill is in the air. The Icicle of Doom is well prepared now, with room for dozens of archers, a ballistae to wreak havoc on the demonkind, a cage filled to the brim with vicious attack-dogs, and so forth. Now we need to finish our trainig and gearing up of the troops.





Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **June 12, 2011, 05:12:44 pm**

good luck.

suggestion: find a way to seal the passage should the deamons get over numerous. ie: Obsidian casting into the corridor.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 12, 2011, 06:03:35 pm**

Quote from: Karakzon on June 12, 2011, 05:12:44 pm

suggestion: find a way to seal the passage should the deamons get over numerous. ie: Obsidian casting into the corridor.

Don'cha worry, I think I can find a way to get that covered, assuming the fort lasts until my next turn.  
It'll involve plenty of pumps... and plenty of power too.

Spoiler (click to show/hide)  
I have little experience on how obsidian casting physics work. Expect fantastic failure if I actually decide to try doing so.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 13, 2011, 12:48:45 am**

Well I loaded up and found out what happened to my corner office. It's been swallowed up by some giant stone-worker workshop.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 13, 2011, 01:49:18 am**

Quote from: AnimaRytak on June 13, 2011, 12:48:45 am

Well I loaded up and found out what happened to my corner office. It's been swallowed up by some giant stone-worker workshop.

There was an office in there????

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 13, 2011, 04:12:02 am**

I even took a picture of him in his office during my rule when he was supposed to be doing hauling labor rather than counting.



It's a bit bare, but it was still an office.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 13, 2011, 01:11:49 pm**

From the journal of 'Narqulie' Buketreg, 2nd in charge of the Walled Banks, going a bit mental:

1st Limestone, 756  
Autumn is coming. The weather is getting chillier, but the fortresse's mood is still high! Work on the decorations around the fortress are going nicely.



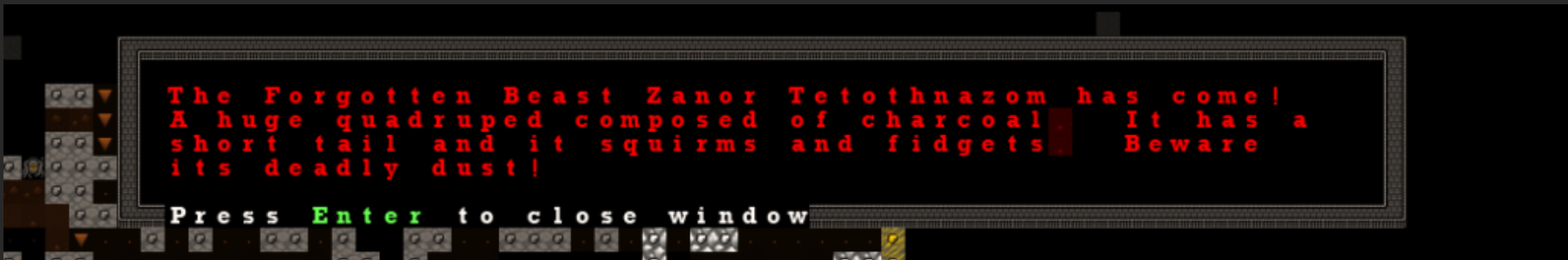
17th Limestone, 756  
The sitting Mayor was reported slipping a paper towl under his door saying that ne needs nickel items made for him.. For what? And WHAT is nickel anyway? Oh well, let's see if we can find something to please him..  
The miners have been staring danger eye-to eye and have excavated some more adamantine, we still need loads of the stuff if we are to break through to hell!  
No accidents this far, but It's only a matter of time before greed gets the best of us all! I'd better stop the mining after this layer.

20th Sandstone, 756  
Everything is running smoothly and nothing is happening at all! I sohuld propably be happier than I am about htis spell of peace and quiet.. It feels omniious to me.

27th Sadstone, 756  
A wave of migrants has arrived again. 8 people in general, nothing special.

1st Timber, 756  
The extraction of the adamantine is going smoothly, crafters are working on processing the metal into strands, and the smiths are forging it into wafers. I will order the production of some armor and weapons come winter and our stockpiles have grown a bit.  
The Icicle keeps haunting my dreams...

10th Timber, 756  
Reports of a terrifying beast dwelling the underground caverns have arrived, but happily we are not connected to the caverns anymore.



14th Timber, 756  
The dwarven caraval arrived today, I'm going to send them off with some of our crafts and trying to source some steel and booze from them.

27th Timber, 756  
Winter's coming. Soon be cardigan-weather.  
This was an uneventful quarter. The work on the Icicle is pretty much complete, and "the Yellow Brick Road" leading into the fortress is done!  
I'm on the edge with the demons screams haunting my every sleeping minute, I can hardly sleep, and I feel the demons invading my waking hours as well.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 13, 2011, 01:12:58 pm**

Quote from: AnimaRytak on June 13, 2011, 12:48:45 am

Well I loaded up and found out what happened to my corner office. It's been swallowed up by some giant stone-worker workshop.

No worries mate, you now have a nice (a bit on the small side, but meh..) engraved office, dining hall and bedroom, fitting a noble!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **robfd** on **June 13, 2011, 01:52:45 pm**

Quote from: Narqulie on June 13, 2011, 01:12:58 pm

Quote from: AnimaRytak on June 13, 2011, 12:48:45 am

Well I loaded up and found out what happened to my corner office. It's been swallowed up by some giant stone-worker workshop.

No worries mate, you now have a nice (a bit on the small side, but meh..) engraved office, dining hall and bedroom, fitting a noble!

So, magma tub? that's what I give my nobles for rooms.

[Spoiler](#) (click to show/hide)

100% sly bump/thread watch, I know your not going to exactly burn anima. but some of the other nobles... maybeeee? 🤔

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 13, 2011, 02:03:02 pm**

Who says I wont? ;)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **robfd** on **June 13, 2011, 02:08:08 pm**

[Quote from: Narqulie on June 13, 2011, 02:03:02 pm](#)

Who says I wont? ;)

Thats just mean. You should at least burn him with the elves.. then he'll ~~burn with his kin~~ get tortured more. 8)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 13, 2011, 05:54:12 pm**

[Quote from: Neyvn on June 12, 2011, 04:47:59 am](#)

I think I broke the battery, its more Self sustaining then before and uses less power. AND IT DOESN'T EVEN USE PUMPS!!!! Seriously. Ramps on either end make the water move back and forth down the path, turning the wheels...

[Spoiler](#) (click to show/hide)

The pumps were rendered superfluous when it was connected to the aquifer. I left them running 'cause it was cool.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 14, 2011, 03:12:36 am**

[Quote from: wlerin on June 13, 2011, 05:54:12 pm](#)

[Quote from: Neyvn on June 12, 2011, 04:47:59 am](#)

I think I broke the battery, its more Self sustaining then before and uses less power. AND IT DOESN'T EVEN USE PUMPS!!!! Seriously. Ramps on either end make the water move back and forth down the path, turning the wheels...

[Spoiler](#) (click to show/hide)

The pumps were rendered superfluous when it was connected to the aquifer. I left them running 'cause it was cool.

Theres an Aquifier???

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 14, 2011, 08:41:21 am**

[Quote from: Neyvn on June 14, 2011, 03:12:36 am](#)

[Quote from: wlerin on June 13, 2011, 05:54:12 pm](#)

[Quote from: Neyvn on June 12, 2011, 04:47:59 am](#)

I think I broke the battery, its more Self sustaining then before and uses less power. AND IT DOESN'T EVEN USE PUMPS!!!! Seriously. Ramps on either end make the water move back and forth down the path, turning the wheels...

[Spoiler](#) (click to show/hide)

The pumps were rendered superfluous when it was connected to the aquifer. I left them running 'cause it was cool.

Theres an Aquifier???

Famous last words....

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **kerlc** on **June 14, 2011, 10:13:24 am**

T minus several posts till engineering madness

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 14, 2011, 12:48:43 pm**

[Quote from: Neyvn on June 14, 2011, 03:12:36 am](#)

[Quote from: wlerin on June 13, 2011, 05:54:12 pm](#)

[Quote from: Neyvn on June 12, 2011, 04:47:59 am](#)

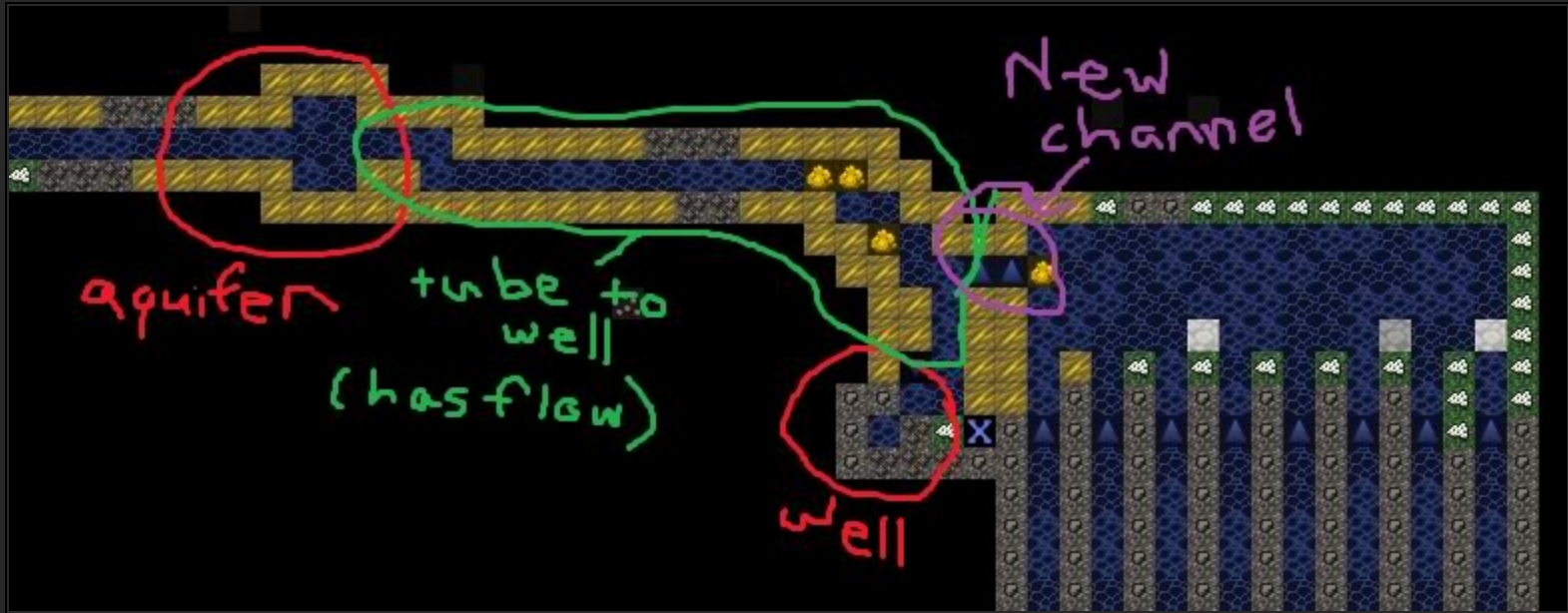
I think I broke the battery, its more Self sustaining then before and uses less power. AND IT DOESN'T EVEN USE PUMPS!!!! Seriously. Ramps on either end make the water move back and forth down the path, turning the wheels...

[Spoiler](#) (click to show/hide)

The pumps were rendered superfluous when it was connected to the aquifer. I left them running 'cause it was cool.

Theres an Aquifier???

[Quote from: wlerin on May 18, 2011, 01:29:27 am](#)



Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 15, 2011, 03:26:16 am**







1st Obsidian, 756  
Winter is drawing to a close, and still nothing much has happened. Adamantine wafers are being melted into shape as we speak, and another batch of axes is being forged. Soon we can move into making armor. I'm thinking of trying to establish a steady supply of steel to go together with the adamantine, to get our warriors geared up to the max.

3rd Obsidian, 756  
I still have no use for the BATTEREY, and the mad mechanic keeps pestering me about that. I think I'll let someone else deal with that, I simply do not have the energy anymore.. I barely sleep at night, and during the day I walk around like some sort of a zombie.

9th Obsidian, 756  
With nothing much happening, I've ordered a big spring cleaning, removing some of the stone that's cluttering up the hallways, and have ordered the place to be engraved.



16th Obsidian, 756  
FPS: 95 (39) The Enemy is Upon Us!  
A vile force of darkness has arrived!

A siege has arrived on the brink of spring!  
And with them the leader of the goblin civilization, the vile Song Ngasmausbu!

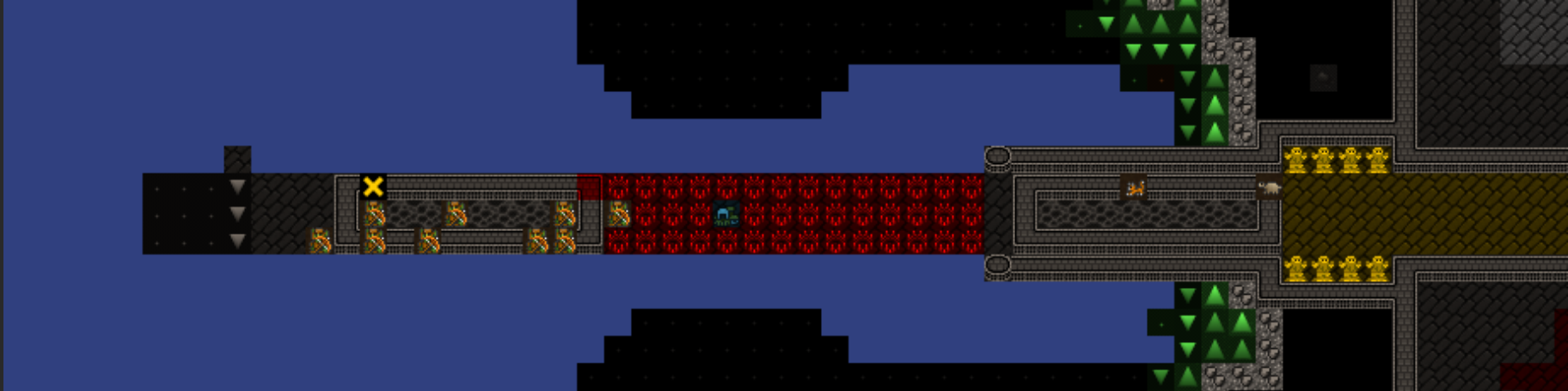




With a force of about 4 squads, the goblins are slowly moving towards our defences. I get the squads ready and now we wait.



There are atleast 4 squads of goblins, and a squadfull of trolls closing in on the fortress doors!  
I order the ballistae to fire, it will be amazing when the bolts launch!  
Umm.. A dwarf just ran past all the invaders on the bridge unarmed and unharmed.. We won't see Inod again...



TRAGEDY! The mayor has been shot and killed by a goblin bowman who had snuck up behind the archers towers at the gates.

The goblin General is dead! Curse him to the demons that haunt this world!



The siege has lifted, but sadly we have lost some dwarves.  
Rith Delerlitast,  
Inod Lalturineth,  
Ducim Matulcog,



You will be missed (whoever you were...)

I started contruction on roofs for the towers to make sure the tragedy we saw today will not happen again

25th Obsidian, 756

→Rashinod Okbodgeshud and the surrounding lands have been made a barony

And Animarytak is the Baron!

a barony mayor AnimaRytak AnimaRytak Daklogem Founder REQUIRE DEMAND MANDATE AnimaRytak Daklogem Founder REQUIRE DEMAND MANDATE

27th Obsidian, 756

Remember Inod, the leatherworker who went MIA during the siege? He just walked back into the fortress without as much as a scratch on him!

1st Granite, 755

I had a good year, and with the latest siege, the rush of adrenaline cleared my head out a bit. I know we are getting prepared for the big push at the Icicle of Doom, but we will be ready! We will be ready, and Deathgate shall be victorious, and our legend will be told for hundreds of generations to come!

I will step down from my position as a makeshift mayor, now that the old dufus Ducim is dead (Armok bless his soul) and Animarytak takes his place as the mayor. I have my quarters completed, and I shall keep training for the big push on the demons.

OOC:

So, I had an eventful year! A barony, two sieges and all.

The work on the Icicles room is pretty much done, missing a few grates, remember these since the demons can fly up the channel in there..

We also do not have a graveyard, but I put some coffins on R and cleared out a room for them on the main level, in the lower left corner, there is a coffin in there to mark the spot.

Animarytak also wants a tomb, and it is in the process of being dug out, but it didn't get finished in time.. We went down a few hundred units of booze during my year, I have 2 stills boiling at their fullest in the food preparation area..

I also ordered a mass dump of all the stone around the place, and engravers are working to engrave all of the bedrooms, just to get the moods up a bit. Hmm. I don't remember if I needed to say anything more, so ask away if you have anything,

Here is the latest save: <http://dffd.wimbli.com/file.php?id=4524> (<http://dffd.wimbli.com/file.php?id=4524>)

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: tryrar on June 16, 2011, 11:54:06 am

k my turn? I'll take a minute to figure out what to do

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: tryrar on June 16, 2011, 04:38:50 pm

so, I've loaded the save and looked around, and I've realized I have no idea what I should do! I'm not gonna do mush admantine digging(not that we NEED to) because it'd be unfair to unleash hell before everyone's had at least one turn, and the long magma hallway I was gonna do isn't really possible with how you guys configured the entrance(well, MAYBE possible, I do have an idea about that....). So, I'd like ideas on projects i can do, maybe make a poll??

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: Blade Master Model 42 on June 16, 2011, 04:56:50 pm

Start drafting and training dwarf's without important jobs to the fortress.

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: Neyvn on June 16, 2011, 05:21:18 pm

In retrospect, thats every Migrant... I spent alot of time working out who should be doing what in the fort. If anything due to the fact that we dont need all those Masons anymore (was used to help build things that never was built) they can easily be Craft Dwarfs or better...

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: noodle0117 on June 16, 2011, 06:04:33 pm

Quote from: Nargulie on June 16, 2011, 09:17:47 am

I still have no use for the BATTERY, and the mad mechanic keeps pestering me about that.

Technically it already has a use.

Unless someone changed it after my turn, it should be currently powering a nearby millstone.

The smaller perpetual pump that was made during AnimaRytak's rule wasn't exactly stable enough to provide a continuous supply of power and I was getting tired of all of those spam cancel task reports, which was perhaps the main reason why I built that excessively large power supply.

As to the excess dwarf labor problem, just put all of the idlers into the military as part-time militia (4-6 months per year) so that they could at least die in slightly better fashion before getting their guts torn out and limbs chopped off...

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: Neyvn on June 16, 2011, 06:10:37 pm

I fixed that pump down the corner (but its useless now when I noticed the Battery was still running by itself) so it was never finished, the millstones have been grinding everything so yeah...

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: tryrar on June 16, 2011, 06:29:33 pm

hmm, I've actually figured out how to do the magma hallway I was gonna do(will involve removing a few of those statues lining the entrance, sorry), so thats one project down. As for drafting everyone into the military, eheheheheh, not confident enough in my military fung shue to set up decent training squads and schedule them correctly. I'll leave that little task to someone else. No, what I really had in mind was a megaproject that had a usage for the BATTERY...maybe draining the volcano for whatever?

Title: Re: Deathgate - We got Doom Burgers! (Succession Game)

Post by: wlerin on June 16, 2011, 07:17:55 pm

\*cough\*

Your mission, should you choose to accept it:

http://www.bay12forums.com/smf/index.php?topic=86675.msg2349616#msg2349616

(It should be Volcanic, not Magmatic, but w/e.)

(Or, you know, just do what you were going to do.)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 16, 2011, 09:31:20 pm**

Quote from: tryrar on June 16, 2011, 06:29:33 pm

my military fung shue...

Fung shue?  
Fun shoes?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 16, 2011, 09:38:19 pm**

.....that should read feng shui, sorry. Also, I'd have to take a day or two to study that magma hallway design, since it's a LOT more complicated than the one I was gonna do

Edit: scratch that, the link you showed me requires extensive knowledge of DF fluid logic, which I have NO experience with. I'll just go with my simple design I had planned out.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 16, 2011, 11:36:10 pm**

### 1st Granite, Journal of Tryrar Kubukkulin, Defense Commander

I reported to Narqulie's office today, at his request, and the bloody bastard informed me the stress of his job was too much and I was in charge of the fortress now! WHAT?! :o

### 2nd Granite

Ok, first thing's first; we are in a good position stocks wise(we have more meals than I bloody well know what to do with, and are practically *drowning* in booze), so I turn my military mind to a pressing concern; WE ARE PRACTIALLY NAKED TO HEAVY SIEGES! I mean seriously, despite previous overseer's attempts to beef up security in our front entrances, you're telling me THIS

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/98/01jun162215.jpg/)

would stand up to a particularly determined seige? I think Not! So I'll apply the most dwarven of solutions to the problem; MAGMA!

### 15th Granite

Work on the magma hallway begins:

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/135/02jun162223.jpg/)

This will be the entryway when the lever controlling the bridge above is pulled, blocking the path:

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/541/03jun162226.jpg/)

Here's where the magma will connect to the hallway:

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/807/04jun162230.jpg/)

The upper hallway will be trapped to a fare-the-well, and here's where it will all eventually end:

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/832/05jun162233.jpg/)

### 2nd Slate:

Noticed progress on the hallway is going at a snail's pace. Evidently, Narqulie ordered a lot of stone to be dumped. I don't disagree with the need to clean up the fort, but not EVERYONE needs to be on the garbage detail! I've ordered all miners and stoneworkers to stop dumping and focus on my project.

### 4th Slate:

Kol Lokumakmam gave birth to a boy! Great, another useless brat to feed

### 16th Slate:

Three things of note. First, work on the magma hallway proceeds at a much faster rate now:

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/90/07jun162316.jpg/)

Second, Deathgate is now a county! I'll have to decide on a count now....

Third, Id Mengshalig, in honor of this, has run off and begun a great project commemorating Deathgate's accomplishments! He approaches the workshop area...

[Spoiler](#) (click to show/hide)

(http://imageshack.us/photo/my-images/402/08jun162318.jpg/)

...and promptly claims a leather works, ignoring the fact we have exactly ZERO tanned hides. I have half a mind to ignore him for his stupidity....no matter, getting him tanned hides should be a simple matter of putting the tanners to wor...WHAT?! we don't have a tanner's?! GOOD ARNOK, WHY NOT?!

### 20th Slate:

fixed the tanner issue, now just need to get hides to tan...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 17, 2011, 01:17:23 am**

Nice update!

A thing you should know, those deaths during the last siege all happened because the goblins have some route to the top of the fortress, on the hills above the watchtowers at the entrance! Keep that in mind, because the current magma-dig might be accessible from the outside from other routes than the great staircase!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 17, 2011, 03:42:51 am**

So, I finally opened the fort up in DF and had a look around.

The Military Quarter:  
I like the sideways archery "towers", though as mentioned they are in dire need of ceilings.

The Dining Hall: :o  
I've seen the screenshots, but still. Holy carp this thing is awesome.

Still a lot of bedrooms missing doors and other assorted furniture.

The lower bedrooms... whoa, what is this, Japan? WTB moar space!

The farm area: Looks like there aren't enough growers. Lots of withered crops. That or I spread the farms out far too much... Maybe both. Also, we seem to have lost several animals to starvation. It may be time to either cull the herd or dig additional pastures.

Part of the BATTERY **has** been damaged. It looks like the entire lower left section was deconstructed or else improperly "modified" such that it collapsed. Also, the gears either need to be replaced with more horizontal axles, or left in place. At least one column still needs to have gears, else no power will be transmitted.

Additionally, there's a water wheel and pump at the extreme western end of the machine that is doing nothing.

The pumps can be dismantled, they are already disconnected and unnecessary to the design. Some of the blocks are even magma safe. I don't believe the map has any sand, so any pumps used in the construction of your magma trap will need to be manufactured from iron.

I know obsidian is magma safe... not sure what else of our available stone is.

Wow, lots of Adamantine mined. Going well.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 17, 2011, 09:06:54 am**

Quote from: tryrar on June 16, 2011, 11:36:10 pm  
So I'll apply the most dwarven of solutions to the problem; MAGMA!

Applauses :)

Just remember to include a few grates and some way to clean up the remaining magma afterwards.

Quote from: wlerin on June 17, 2011, 03:42:51 am  
Additionally, there's a water wheel and pump at the extreme western end of the machine that is doing nothing.

That was a separate one AnimaRytak made during the first year of the fort.  
It must've dried up long ago.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **June 17, 2011, 02:19:07 pm**

Hows the millatery going?

and hows my little guy? :)

love what youve done so far.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 17, 2011, 04:01:34 pm**

updates might be a little slow today; feeling a bit under the weather. Also, I really have to ask; seriously, NOBODY set uo a leather industry before me? Or did someone accidentally deconstruct the tanners?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Neyvn** on **June 17, 2011, 04:53:51 pm**

Quote from: wlerin on June 17, 2011, 03:42:51 am  
So, I finally opened the fort up in DF and had a look around.  
  
The Military Quarter:  
I like the sideways archery "towers", though as mentioned they are in dire need of ceilings.

Thanks, Ran out of time to put a ceiling on it though so yeah...

Quote from: wlerin on June 17, 2011, 03:42:51 am  
The Dining Hall: :o  
I've seen the screenshots, but still. Holy carp this thing is awesome.

The other fun thing is that as I said before, the Hall is assigned by the tables among the statues so any weddings/parties are held there. I like to put my Booze on the same level they eat and Food above or below, naturally I couldn't put it below...

Quote from: wlerin on June 17, 2011, 03:42:51 am  
Still a lot of bedrooms missing doors and other assorted furniture.  
  
The lower bedrooms... whoa, what is this, Japan? WTB moar space!

I thought I got all the doors onto the rooms. Oh well...  
And yeah the Lower Bedrooms are just quick rooms cause I was tired of only having LESS then HALF of the Fort with a room, regardless of their quality. Plus they are easy to make and quick to get into and out of...

Quote from: wlerin on June 17, 2011, 03:42:51 am  
The farm area: Looks like there aren't enough growers. Lots of withered crops. That or I spread the farms out far too much... Maybe both. Also, we seem to have lost several animals to starvation. It may be time to either cull the herd or dig additional pastures.

My next goal was to rehash the Farming area but yeah ran out of time, I left I think only 3 or 4 dwarves with the farming skill on, I must have put hauling duties onto them aswell as they should only be them working on the farms...

Quote from: wlerin on June 17, 2011, 03:42:51 am



Part of the BATTERY **has** been damaged. It looks like the entire lower left section was deconstructed or else improperly "modified" such that it collapsed. Also, the gears either need to be replaced with more horizontal axles, or left in place. At least one column still needs to have gears, else no power will be transmitted.

Additionally, there's a water wheel and pump at the extreme western end of the machine that is doing nothing.

The pumps can be dismantled, they are already disconnected and unnecessary to the design. Some of the blocks are even magma safe. I don't believe the map has any sand, so any pumps used in the construction of your magma trap will need to be manufactured from iron.

I know obsidian is magma safe... not sure what else of our available stone is.

I was gonna fix this up too but that was before I noticed that it was still running without effect of the pumps at the bottom (Aquifer apparently) I was planning on doing just that with the Axles but NO ONE WOULD MOVE THOSE MECHANISMS...

Quote from: wlerin on June 17, 2011, 03:42:51 am

Wow, lots of Adamantine mined. Going well.

Not long now huh...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **wlerin** on **June 17, 2011, 05:00:33 pm**

I don't think we are anywhere near "ready" to continue the "Main Quest". But we are getting there. A few more fallback plans in case of disaster would be a good idea. E.g. an obsidianizer or two

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Neyvn** on **June 17, 2011, 05:28:30 pm**

And a Secondary Fort. As a Backup OH FUCK!!!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **Karakzon** on **June 17, 2011, 06:05:42 pm**

Most important aspect is the ability to seal off access for the clowns in emergancys in a way that dosent rely on doors or open space.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **noodle0117** on **June 17, 2011, 06:45:58 pm**

I have a few questions:  
1. If grates let liquid through, and you have a long line of them...

OOOOOOOOOOO  
\_\_# # # # #\_\_  
OOOOOOOOOOO

Where O = wall  
# = grate  
\_ = floor

What happens if you squeeze water and magma through both ends at the same time?  
Will obsidian form in the middle of the grates or will it form at one end?

2. Can Hatches be lever controlled?  
And if they can, can they hold up obsidian or will they collapse once obsidian forms on top of them?

3. How well do retractable gates fare against obsidian on top of them?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**

Post by: **tryrar** on **June 17, 2011, 08:38:17 pm**

### 3rd Felsite

The rough corridor has finished being dug out.  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/854/09jun171850.jpg/)  
I next have to plan ways of draining magma once the corridor fills with it, so as to access whatever Arnok's Blood doesn't melt.  
Also, I discovered the archer's towers next to the entryway have no roofs, so that any enemies walking along the walls above can fire down upon the soldiers stationed below. I'm told that is how we suffered casualties in the last siege. I have immediately ordered this corrected.  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/32/10jun171856.jpg/)

### 4th Felsite

Curses! a masterwork of Stakud Mogshumstukos disappeared!

### 23rd Felsite

Tanner Aban went for a stroll...and uncovered an ambush! looks like we'll be needing coffins in a minute...

### 25th Felsite

With the Blockaded Bridges to provide covering fire, I lead the Rough Masters and the Walled Banks to sortie against the enemy. It doesn't take long to drive off the squad of speargoblins, as well as the group of macegobs that showed up to support their foul brethren. Though, I never had time to run to the armory to pick up a REAL weapon, and was forced to fight with a training axe, so unfortunately, I remain without any kills to my name. :(

### 2nd Hematite

The strain of not having proper accommodations proves to much for AnimaRytak, and he goes berserk! Just when I was digging out his tomb too...(Seriously, I was ALMOST finished bringing up his dining room to snuff, and getting his tomb ready. DANGIT!)

### 4th Hematite

Today is a sad day in the annals of Deathgate. After organizing my squad, I posted them outside AnimaRytak's room while I went to restrain him. Screaming in incoherent rage, he assaulted me, and after a long fight, I had no choice but to strike him down.  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/806/11jun172007.jpg/)

### 18th Hematite

With all that is going on, I don't think anyone would mind if I appropriated the tomb I was carving out for AnimaRytak(he's certainly in no position to protest!)  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/860/12jun172035.jpg/)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 17, 2011, 08:39:23 pm**

By the way, since animaRytak went nuts, Dariush is now mayor

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 17, 2011, 09:05:43 pm**

You dirty bastard! Traitor! Murderer!

Did i drop any good loot? (j/k)

I knew I'd go berserk, since I was made Baron without proper quarters. Redwarf as AnimaRytak II with a title of Doppleganger. Make him an axe or a hammer dwarf.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 17, 2011, 09:08:05 pm**

speaking of which, we have about 210 dwarves, any other dorfing requests?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 17, 2011, 09:09:13 pm**

I've been hoping people would pop in for dorfing. But so far the peanut gallery is mostly limited to people who are playing. Remember folks, you don't have to play to get a dorf!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 17, 2011, 09:11:47 pm**

looking at the dorfing list, did Ignatzami have a preference? otherwise I'll just dorf him as a random nobody

Edit: You are now the 5th Squad leader, animarytak

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 17, 2011, 09:15:50 pm**

Quote from: ignatzami on June 07, 2011, 02:36:54 pm

I'll take a turn!

PM me when it comes around please! Also, a dwarf if you could be so kind, a peasant, male, Iggy McNatz.

^

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 17, 2011, 11:04:18 pm**

### 11th Malachite

In honor of our fallen leader, the captain of the Holy Crypts has insisted we call her AnimaRytak II. Also, the peasant I had extracting the strands of truemetal has decided he wants to be called Iggy McNatz. Sometimes I don't understand these people ???

### 15th Malachite

Id Mengshalig FINALLY finished her construction!

[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/233/14jun172129.jpg/)  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/716/15jun172132.jpg/)  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/804/16jun172134.jpg/)

While it's defensive utility might be a bit...questionable, I'll take it for myself as it is worth quite a bit.

### 3rd Galena

Both archery towers are finally roofed!

[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/109/17jun172150.jpg/)

As well, I'm almost finished making the last connections to the bridges in the hallway. Soon, I'll be able to fill the reservoir with magma and run a test....

### 5th Galena

Damn! Another masterwork of Deathgate goes missing!

[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/41/18jun172154.jpg/)

### 16th Galena

A filthy Human Caravan has arrived! since the magma hall is not ready, I'm forced to let these demon worshipers inside. I'll just seize their goods;no way will I let them have any toil of Deathgate!

### 22nd Galena

It is finally ready! The lifeblood of Arnok flows!

[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/18/19jun172221.jpg/)

As a test, I think I'll trap that caravan in the hallway....

Never mind! An ambush appeared! They'll make an even better test!

[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/37/20jun172223.jpg/)

### 24th Galena

...that assumes, of course, that a single ambush squad makes it across the traps. which they don't. The hallway was designed as INSURANCE, after all. I sortie my squad to clean up the leftovers;the only casualties of this ambush were a couple cats, so no great loss.

### 20th Limestone

After trapping half the human caravan, I can say the magma hallway is a great success, though it does take a while to fill. In any case, a

siege that makes it past the traps AD the hallway is a serious one indeed, but I don't forsee any problems

**4th Sandstone**  
it has become clear that I'll need an upper drain in the hallway if I want it to empty in a timely manner. I'll have to wait until the magma has evaporated, however. In the meantime, I can give an overview of the completed hallway:

here is the connection to the volcano  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/802/21jun172256.jpg/)

Here is the reservoir and bridge blocking flow  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/821/22jun172258.jpg/)

And here is the lower drain  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/4/23jun172259.jpg/)

I have a couple pressure plates in the hallway, but the three circled levers are the manual controls  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/560/24jun172300.jpg/)  
The upper one lets loose the lava, the one in the middle blocks the hallway, and the lower one opens the drains

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 18, 2011, 12:30:47 am**

Aaargh damn you Animarytak! Like, less than 8 months without a tomb and you go insane? :D Oh nobility.. <will this affect Deathgates thriving to become the capital?

Also, there already was an Iggy McNatz I made during my reign, it's in the story aswell.  
I also had loads of announcements about things gone missing, what is up with that? IIRC, there was an artifact gemstone on the floor of the masons workshop room, that wouldn't get moved no matter what..

Nice updates, and timely :D I enjoy reading a narrative

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 18, 2011, 12:42:00 am**

**25th Sandstone**  
Hallway has dried out enough to begin work on upper drains  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/824/25jun172320.jpg/)

**13th Timber**  
Work on upper drain almost complete, just have to link the bridges  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/228/26jun172333.jpg/)

The outpost liaison has arrived....As well as an ambush!!!  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/842/27jun172335.jpg/)

**17th Timber**  
I immediately sortie the military, but the distance is too far and the traders take it in the gut. Mysteriously, after beating on the traders, the goblins just leave. Maybe they heard of my prowess in battle? :P

**14th Moonstone**  
As winter comes upon Deathgate, I find myself more and more irritated at the minutia involved in running a fortress. I lose my temper at the least little thing, and passing dwarfs tend to bear the brunt of my ire. It's a wonder overseers don't go mad from the stress of this job!

**22nd Moonstone**  
Fikod Zasittithleth has claimed a craftsdwarf shop and is currently hunting materials!

**10th Opal**  
Fikod begins his construction  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/14/28jun180029.jpg/)

My temper is steadily getting worse and worse. I'm not sure if I can take another month of this job.... >:(

**15th Opal**  
Fikod finishes his work and creates....a shell gauntlet  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/232/29jun180036.jpg/)  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/402/30jun180038.jpg/)  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/696/31jun180040.jpg/)

Thats all for tonight, I'll finish the last month and a half in the morning(well, LATER in the morning, at least)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 18, 2011, 02:27:21 am**

Quote from: tryrar on June 17, 2011, 11:04:18 pm

**5th Galena**  
Damn! Another masterwork of Deathgate goes missing!  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/41/18jun172154.jpg/)

What are you doing with the statues you moved? He's a legendary metalsmith, so it's unlikely that a kobold is simply walking off with his work.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 18, 2011, 01:16:12 pm**



16th Opal

As winter continues I find myself growing increasingly bored as we settle in for the duration.

22 Opal

To combat boredom, I've decided to start building more roads along the new pathway I've built  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/836/32jun181218.jpg/)

27th Opal

As well, I've started work on repairing the southeast corner of the BATTERY  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/219/33jun181224.jpg/)  
Though I wish I could, another year of this would surely drive me totally insane, so I'm forced to leave replacing most of the gear assemblies with less power-consuming axles for another overseer.

7th Obsidian

BATTERY repairs complete!  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/27/34jun181232.jpg/)  
As a note to future overseers, I think the only gear assemblies necessary are the ones on the far left. Not only do they support those wheels, they would also act as the drive-train with all the other cross-points removed.

11th Obsidian

After noticing how cluttered the mason workshops were, I added in more furniture stockpiles, utilizing the rest of the space in the huge stockpile room  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/801/35jun181240.jpg/)

13th Obsidian

Noticing a lot of bedrooms without doors, I've decided to correct that  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/171/36jun181245.jpg/)

21st Obsidian

as Winter closes, I look longingly back on the days when all I had to worry about was swinging my axe at gobs. I find myself more and more everyday thinking about just going around and doing the same thing to dwarves!

1st Granite

GAH! I can't take it anymore! If I have to run this fortress for one more day, I really AM gonna SNAP! I'll just dump this on the first gullible-idiot responsible dwarf I see...

Final Year Tally:  
[Spoiler](#) (click to show/hide)  
(http://imageshack.us/photo/my-images/845/37jun181257.jpg/)

Save (http://dffd.wimbli.com/file.php?id=4536)

All in all, a pretty quiet year. I increased defense, did repairs on the BATTERY, lost our noble, finished cleaning up the fort(maybe a little TOO well! We need more stone now...), and most of all, didn't kill everyone!  
A couple things: As I noted, we've gone from too much to to NO stone at all, so you'll need to quarry for more. Also, I didn't have near enough time to start replacing most of the gear assemblies on the BATTERY, so that might be a project you can do. We have plenty of food and booze, and if we run low on plants, just turn off repeat on the stills.  
Also, for some reason(at least last I checked) nobody moved AnimaRytak's corpse from his room to any one of the available coffins, so see if one)He's STILL there, and two)try to move him to a coffin somehow. Speaking of coffins, I got a hotkey set up for a small tomb area for important dwarves, and it is easily expandable. That's all I can think of right now!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 18, 2011, 07:46:41 pm**

Damn, that was a quick turn Tryrar. Very nice work!  
  
I'll notify the next player about his turn.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 18, 2011, 08:13:03 pm**

also, since Dariush is now Mayor, I've ordered a bunch of lay pewter from the liaison(amazingly, he dodged the gobs long enough to make it to the fortress) as he likes lay pewter. He certainly banned export often enough. As well, if you want, instead of trapping the upper hallway like I had planned(ran out of time, unfortunately), you can add a couple pumps and magmafy it as well  
  
Edit: One last thing I keep forgetting: We currently are out of raw admantine(and strands too!), though IIRC we have about 30 or so wafers ready for whatever, though I'm not exactly sure how much of the Icicle can be safely dug out at this time...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 19, 2011, 01:35:45 am**

Has the stone been dumped into a volcano, or is it just in the lower levels? You can reclaim the quantum pile in there and get all the stone to be usable again.. I hotkeyed the pile to F5 or summin I think!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 19, 2011, 01:45:45 am**

.....you know, I'm not sure actually, since I never DID find where the heck you ordered all the stone dumped.....  
  
Edit: Yep, found it with F5, right next the the stairs to the left of the top of the BATTERY. So we're not as stone-poor as I thought!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 19, 2011, 03:38:24 am**

Did you ever figure out why statues/metal furniture was disappearing?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Thorzog** on **June 19, 2011, 01:27:00 pm**

I'd like a dwarf.  
Name: Gog  
Profession: Brewer if available otherwise a Mason or Stone Detialer  
Gender: Male  
Madness: Obsessed with finding the perfect brew. It's rumored that he's tried to brew Plump Helmet Men.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 19, 2011, 02:18:48 pm**

Quote from: wlerin on June 19, 2011, 03:38:24 am  
Did you ever figure out why statues/metal furniture was disappearing?

Not a clue

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 20, 2011, 07:12:50 am**

There's 12 hours left until JohnnyDigs' turn acknowledgement period runs out. If he fails to respond, cappstv will have the turn.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 20, 2011, 01:47:45 pm**

Quote from: tryrar on June 17, 2011, 09:11:47 pm  
looking at the dorfing list, did Ignatzami have a preference? otherwise I'll just dorf him as a random nobody  
Edit: You are now the 5th Squad leader, animarytak

Useless booze-sponge please!

Male Peasant/hauler

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 20, 2011, 01:53:36 pm**

Quote from: ignatzami on June 20, 2011, 01:47:45 pm  
Quote from: tryrar on June 17, 2011, 09:11:47 pm  
looking at the dorfing list, did Ignatzami have a preference? otherwise I'll just dorf him as a random nobody  
Edit: You are now the 5th Squad leader, animarytak  
Useless booze-sponge please!  
Male Peasant/hauler

I could have TWO DWARFS! They could be twins! Evil twins!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 20, 2011, 07:21:59 pm**

JohnnyDigs' turn has been skipped. It is now cappstv turn.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 21, 2011, 12:31:16 am**

Can you re-add me to the list, as in I'd like another turn please! Yes it's early morning. :D

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 21, 2011, 04:40:20 pm**

Cappstv has decided to skip his turn. Its now Daruish's turn.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 21, 2011, 06:02:49 pm**

Fast...  
Ain't gonna be long before we start breaching hell

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 21, 2011, 07:39:55 pm**

heh, if you start running low on overseers(and if it lasts that long!) add me back to the turn list

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 22, 2011, 03:11:19 am**

I'll get on it today or tomorrow.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 22, 2011, 08:03:29 pm**

Roger that.

On a side note, I'll be back from my vacation Friday afternoon, so thread updates will probably be more frequent again.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 23, 2011, 09:22:01 am**

Oh god 140 z-levels and 25 FPS. Whatever, I've seen worse. Does anybody know what to do with screwed up wall graphics? I tried deleting save/deathgate/raw/graphics and replacing it with raw/graphics, but it didn't help.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 23, 2011, 09:25:59 am**

Quote from: Dariush on June 23, 2011, 09:22:01 am  
Oh god 140 z-levels and 25 FPS. Whatever, I've seen worse. Does anybody know what to do with screwed up wall graphics? I tried deleting save/deathgate/raw/graphics and replacing it with raw/graphics, but it didn't help.

Using the LNP to set the raws and save games to match the graphics pack used by the previous overseer is the only solution I've ever gotten to work.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 23, 2011, 10:33:51 am**

Designate them to hide engravings.  
  
should fix it

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 23, 2011, 10:43:01 am**

It's not about engravings, it's EVERYWHERE - colors are all wrong (dacite floors, for example, are grey on blue) and there are some random symbols on the walls.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 23, 2011, 11:05:43 am**

Quote from: Dariush on June 23, 2011, 10:43:01 am  
It's not about engravings, it's EVERYWHERE - colors are all wrong (dacite floors, for example, are grey on blue) and there are some random symbols on the walls.

Are your walls trees and/or mushrooms? If so, set your graphics pack to Phoebus. That's usually the culprit.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 23, 2011, 12:41:05 pm**

They're mostly accented e's.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ignatzami** on **June 23, 2011, 12:57:49 pm**

Quote from: Dariush on June 23, 2011, 12:41:05 pm  
They're mostly accented e's.

Try using the LNP to set back to ASCII, then if that looks ok, try moving to your pack of choice.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 23, 2011, 01:21:09 pm**

...Now we have to use third-party programs merely to get the game to work? I'm not using LNB and not going to even if it means missing this game.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 23, 2011, 02:45:51 pm**

It's just a modular save game updater.  
  
Quite useful actually.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 23, 2011, 05:04:48 pm**

Re-extract the savegame (or just the raw folder from the savegame), then copy your preferred raws over the existing raw folder. Don't delete the raw folder (you may need the reaction-make-soap file in order for the game to work). This should solve the problem.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 24, 2011, 02:37:26 am**

Quote from: wlerin on June 23, 2011, 05:04:48 pm  
Re-extract the savegame (or just the raw folder from the savegame), then copy your preferred raws over the existing raw folder. Don't delete the raw folder (you may need the reaction-make-soap file in order for the game to work). This should solve the problem.  
That helped. Thanks! I'll get on it today.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 25, 2011, 10:37:11 am**

*Journal of Dariush the mayor, spring 758:*  
So.  
  
Deathgate.

When I came here, I expected the best minds of dwarven civilization pondering the secrets of vanquishing the Ones Below. What I found was yet another heavily military-oriented outpost: giant, useless and inefficient.

To begin with, the fort is INSANELY large. It is so big that it sometimes seems to me that the best defense against the demons would be hope that they get tired before they get to the entrance. Admittedly, most of it's height comes from the central staircase, which is limited by the fort proper above and... some... thing below.

Let's see - a ballista, several food barrels, an unmarked lever and several dogs ~~walk into the bar~~ sit there. I don't know what the whole setup is supposed to accomplish since demons won't even be bothered by dogs and ballista operator will be too afraid to live, let alone



shoot. I'll have to fix all this sooner or later, but first I'll need to deal with outside threats, in a scientific, untested and extremely brutal way. Heh.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 26, 2011, 12:49:20 am**

Quote from: Dariush on June 25, 2011, 10:37:11 am

*Journal of Dariush the mayor, spring 758:*  
But first I'll need to deal with outside threats, in a scientific, untested and extremely brutal way.

Yep, that's about right.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 26, 2011, 07:23:21 am**

*Journal of Dariush the mayor, spring 758:*  
Today I've finished the plans for our defence. The current one will be scrapped, or rather will serve as the shortcut for our workers and traders. The 'proper' entrance will consist of three parts: First, any incoming for will face The Crusher: a series of bridges continually raised to the edges of a narrow bridge and lowered, smashing anything smashable and throwing off everything else (drawings will come later). Any foe clever enough to bypass the trap will face The Skybridge: a series of pressure plates isolating everyone standing on them and throwing everyone else several hundred meters to the ground, leaving the remaining to be picked off by ballistae. Finally will come The Cube aka the merchant-capturing device 2.0 from my previous forts which I'm too lazy to describe here. Also, for increased... something my inner voice calls 'FPS', I'll be walling off the whole bottom part of our fort, moving the demon defences to the fortress proper.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 26, 2011, 09:41:23 am**

NOOOO! YOU BASTARD YOU BLEW IT UP! YOU BLEW IT ALL UP!!! MY MAGMA HALLWAY!!!!!!!!!! J/K, though if you could find a way to include it in your plans.....

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 26, 2011, 10:24:07 am**

Well, it is now summer. A quick summary:  
  
The merchant-catcher is about three quarters complete. The repeater for The Crusher is done. About 15 people died, mostly from accidents. A moody clothier created a wool tunic. I walled off about 4/5s of the fort, netting about 4 FPS. A lot of cages are being constructed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 26, 2011, 10:45:03 am**

Wait what? Your magma hallway is intact, except I had to remove the pressure plates there because I needed it to flood a bowl at the bottom. Also, I think I invented the childfall:  
...  
Children stand on the scaffolding they're removing, remove it, fall down, die. Happy end.  
  
\*\*\*  
  
Talk about blocking ground with a sword...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 26, 2011, 03:38:00 pm**

Clearly he needs more levels in Fighter.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Grazz989** on **June 26, 2011, 08:32:27 pm**

Hey everyone, i'm new here. /Waves!  
  
Wow, this idea sure is just as ambitious as it is epic :o  
  
Do we have a military plan of action yet? Halls of balistas and traps? Cave ins?  
  
I'll download the map and take a look - Just make sure you record it if you go for it :D  
  
EDIT: Oooh! Could i please have a Swordsman named after me? Just "Grazz" will do :)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 27, 2011, 06:14:10 am**

Crap. A siege. And at a most inconvenient moment - when I had to open barracks to the outside world, or rather what I didn't consider outside world at the time.  
Seriously, why didn't anybody wall those roofs off?!

\*\*\*

What do you mean, the highest skill of our warriors is 'proficient'?!  
Ah... THAT'S what you mean. I see...

Still, by some freak chance the attack is repelled. The initial wave, at least. It looks like the military wasn't exactly fine-tuned by previous overseers as I hoped...

What a mess.

\*\*\*

Hey look, I've found the reason for our massive casualties. I'm totally revamping our military, creating all squads from scratch, making proper schedule, better equipment etc. Also I redorfed everyone whose death I noticed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **June 27, 2011, 07:00:51 am**

NOOOOOOOOOOOO!!!!!!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 27, 2011, 08:39:25 am**

Hey, we're popular.

Our already legendary weaponsmith went possessed and made a pretty awesome axe:

Two new squads: one of axedwarves and another of sworddwarves have begun training. My Crusher works flawlessly (well, except for two bridges that were built retracting instead of raising, but I'm too lazy to fix that) and already claimed a kitten. Everything progresses smoothly.

Apparently we're pretty close to becoming the capital. It'd be nice if the future overseet took care of it.

The Skybridge is completed (but untested):  
[Spoiler](#) (click to show/hide)

Last days of my overseeing saw yet another ambush, this time about to encounter my newly set up traps and the first dwarf death in The Crusher. Lesson for the future: dwarves in panic ignore path costs.

\*\*\*

Here's (<http://dff.d.wimbli.com/file.php?id=4575>) the save. I'd have written something for the future overseer to do, but nobody reads those anyway.  
AnimaRytak: BladeMaster, Narquile, Karakzon and Iggy McNatz died and were redorfed. I didn't dorf Gog, though, because I read the thread only after finishing the year. :( Also second turn please?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **June 27, 2011, 03:34:32 pm**

bargh!  
i will throttle someone xP

redorf and remillatery me if you will. Karakzon The second. any weapon im fine with. but i hope not to be turned into purree so easily next time.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 27, 2011, 05:30:39 pm**

***Except from the Diary of Rytak, Overlord of Deathgate***

*Year 759,*

Seven years ago, haunted by my nightmares and compelled by a figure I only saw in my dreams, I came here to Deathgate. My hope had been that by obeying, my torment would end. I believed if I left the mountain home and came here that everything would be alright again. And so I came to this place. The fortress of madness and death, of hubris and greed. Against the advice of my peers, I came to live here. To my great delight, the dreams vanished the night of my arrival. For seven years I have been at peace, despite the death and destruction that we have all come to know.

But last night, the dream returned.

He was there. That massive, armored monster with the burning eyes and red flesh. His unworldly voice boomed across the voice and ruptured my ear drums. Still I heard him speaking directly into my mind. Even as I covered my bleeding ears and clamped my eyes shut, his voice reached me. He commanded me to lead the others; to take the battle from the mortal plane to the burning hells. I tried to scream back and tell him I didn't understand. But my deaf ears heard nothing. I opened my eyes and saw a pool of my blood on the rough, white-colored ground beneath me. My beard was soaked with blood. I felt a twinge in my neck and placed a hand on my throat. I realized my throat had been cut. Or so i thought. The figure grabbed my hair and pulled me up. My body remained, lifeless on the floor, as the monstrous humanoid told me his name; a name which I have never been able to remember once I awoke. I jerked out of my bed and crashed against the wall. A cold sweet coated my brow as panic gripped me.

The nightmares were back. I was no longer free.

I stayed in my room until morning came with my back pressed against the cool obsidian wall. I was too terrified to try returning to sleep or even to leave my room. Only when the noise of others in the hall finally reached me did I leave and make my way to the great hall. I saw some of the others dwarves, some of them scared, some insane, others in such a stupor they barely knew their ass from their head. Near the great hall I could hear our leader, Dariush, shouting. When I reached the dining room, I realized nearly every dwarf had gathered here.

Although the crowd was loud, I could hear our leaders voice clearly. He shouted, screamed even, that he would no longer lead us. He said he would not risk his sanity for the mountain homes twisted goals. Then he asked for another to step forward and take the mantle from him. Not a soul in the room moved. No one wanted this burden. Overseer was not a position of prestige or class. It was a task for the foolhardy or suicidal. No one, expecially not me, would think of taking such an accursed job.

*"Raise your hand...."* a heard a whisper that seemed to come from the very depths of my soul.

I jerked back in fear, bumping into another dwarf on accident. "What was that?" I thought.

*"Raise your hand,"* the voice returned louder and angrier in its demands, *"Or I'll rip out your heart!"*

"No!" I screamed inside my head, hoping to silence the voice.

"Do as I command!!" my eardrums ached as the voice from my dreams roared at me.

Had I gone mad? Had my nightmares truly breached the waking world? Or had I simple gone insane and cast away the last vestiges of my sanity. I didn't know, but I had to obey. Terrified I raised my hand and spoke out, if only to silence the voice.

"I'll lead Deathgate," my announcement was followed by cheers of relief from the hundred other dwarves that had been spared from this fate.

"Good dwarf," the voice returned to a whisper for but a moment before vanishing all together.

-----

Gog has finally been dorfed as our legendary brewer. Also, given our massive defeat from the recent attack, I think we should consider a

danger room after all. (I mean, given the difficulty of doing this on a succession game, we need something to go our way.)

Also I'll start my turn tomorrow. There's a LOT of stuff that's changed, and I need to figure out exactly what I need to do.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 27, 2011, 09:21:56 pm**

Seven dwarves, Seven years.  
Danger room or not, it's about time to open up Hell.  
No rush though, but perhaps we should breach it by the end of your turn?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 27, 2011, 10:41:19 pm**

I was hoping to breach it on this turn, at least by the end, but with our military so weak I'm not sure if we'll survive. A year of danger training what forces we have MIGHT make it work. But just in case, I'll make sure the entire breach can be sealed off forever if the military falls.

Also, the front gate is very odd looking. Its a mixture of badass and wtf dwarfy.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 28, 2011, 03:31:49 am**

Please, no danger room... :( That is as close to cheating as it gets. Also I think it's too early for breaching Hell - our military is HEAVILY undertrained (up until my year the ONLY axedwarves' weapon was wooden axes) and we lack any proper defense on that side (though my traps should annihilate any outside invasion). IMHO first we should expand our military to include at least 70-80 dwarves, all highly trained of course.

Oh, by the way, I only now remembered - we ran out of food. And it would be a good idea to create a marksdwarf squad.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 28, 2011, 08:17:07 am**

What we lack in military, we shall make up with dwarven ingenuity.  
I didn't make the BATTERY for nothing did I?

Spoiler (click to show/hide)  
or did I?

Considering how heavily fortified our front gates are, we could just direct the demon invasion to emerge from there.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **June 28, 2011, 12:49:36 pm**

make squads of 3 dorfs, keep 2 training at all times, specalise each squad to one weapon type.

with time, they will make fearce warriors, without the need of danger room shenanigans.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **June 28, 2011, 12:52:00 pm**

I'm a little confused. I'm pretty sure the former Karakzon was well above Proficient even during my turn... Not to mention the others who were training before him. I suspect the poor performance of our military has more to do with someone sending them to fight *outside* rather than in the chokepoint designed for that purpose. That bridge has killed more sieges than any dwarf.  
Also,

"Karakzon's killing spree has ended."

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 28, 2011, 01:15:06 pm**

Quote from: Dariush on June 28, 2011, 03:31:49 am  
Please, no danger room... :( That is as close to cheating as it gets. Also I think it's too early for breaching Hell - our military is HEAVILY undertrained (up until my year the ONLY axedwarves' weapon was wooden axes) and we lack any proper defense on that side (though my traps should annihilate any outside invasion). IMHO first we should expand our military to include at least 70-80 dwarves, all highly trained of course.  
Oh, by the way, I only now remembered - we ran out of food. And it would be a good idea to create a marksdwarf squad.

Not exactly, I made sure to swap out my wooden axe for a admantine axe. BTW, can I have that artifact axe?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 28, 2011, 03:49:55 pm**

Just as the dreams commanded, I am now overseer of Deathgate. Not more than five minutes into my reign do I get the message that we have been ambushed. Goblins are on the bridge outside. They are few in numbers and our traps are strong, so I don't risk sending out the few untrained soldiers we have.

The voice tells me that Deathgate needs champions. It needs warriors capable of facing down any opponent. Currently we have nineteen soliders including myself. This is not sufficient. My first order of business is to create an army.

I spend hours going over the ledgers, ignoring the goblins outside. By the time I finally finish, I've created four full squads of ten and two incomplete squads for training. This gives us forty eight troops. Not enough, but its a start for now.

**2nd, Granite**

In an attempt to restore some of our industry, I had a child tear down a wall that sealed off our old butcher shop. A few minutes later Obok Bimshem, a child, starts vomiting in the halls. I investigate the cause. To the horror of everyone nearby, the turkeys that we had sealed into their breeding farms were still ALIVE. And breeding. The place was covered in a foot of turkey feces.

Well, at least we'll have turkey for lunch tomorrow.

In the mean time I've ordered the hordes of cats, dogs, and turkeys caged. I'm sick of them shitting outside my door.

**6th, Granite**

Some dwarf named Melbil Tegirral has apparently started working on something. I think he's a weaver or something, so I'm fairly



disinterested.

10th, Granite

I was right, it was a ceader earring. The voice orders me to have Melbil lashed. I abide. Training is going well. At the very least its taking place. But a good portion of our warriors are still hospitalized and, judging from their injuries, they might take a while to heal.

9th, Slate

I've ordered a tomb built for myself. Given the history of the previous overseers, I'd like to at least know that my bones will be safe.



I've spared no expense.

15th, Slate

noodle, second Overseer of Deathgate, has died. I'm not really sure what happened. Apparently he was fighting, but I don't know what. The official cause of death was ruled as "Death by hitting a solid object." I've ordered his body entombed inside Deathgate. As his body is carried away, I hear the voice laughing inside my head.

4th, Felsite

The nightmares continue, even as I obey their commands. Both the dreams and the voice in my head have become ever present. Others have begun to worry about my sanity. They are correct to worry. However my biggest fear is what the dreams have done to me. I once felt kinship with my fellow dwarves, however now I only feel disgust. The thought of spilling their blood and filling Deathgate with death linger in the back of mind no matter how much I try to supress it. I am going insane.

22nd, Felsite

After five weeks of relative peace, an ambush has occured. I've ordered everyone back inside. As I don't expect the goblins to make it over the bridge, I leave the recruits to their training. The weapon traps preform admirably, leaving not a goblin soul alive.

As spring draws to an end, my tomb is nearing completion. All that is left is to finish adding doors. The first door is made of solid platinum and my coffin is made of pure adamantine.

Everyone will know who the Overlord of Deathgate was.

-----

Spring is over, a few people died, mostly noodle. Turns out my character is still mostly comatose thanks to a broken arm, shoulder, and ear. Not a lot of pictures since mostly I'm just organizing and hauling stuff while the military dinks around.

Caging all the animals has drastically helped fps. 20-25 before, 40 or so after. :D

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 29, 2011, 01:57:31 am**

Can you please pull the microcline lever near the entrance  
Spoiler: (this one) (click to show/hide)  
? I really want to know whether or not my traps are working :)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 29, 2011, 02:59:39 am**

Mayhaps we ought to build some cage traps, capture some gobbos, and use them as training dummies? Couldn't hurt our military, from the sound of things.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 29, 2011, 04:09:00 am**

...I've been wondering why we had no cage traps already myself.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **June 29, 2011, 05:43:38 am**

Wait what?  
I *Died*?  
  
This is Blasphemy!  
This is Madness!

This is... oh wait that's right this is Deathgate where dwarves are supposed to die.

Can you re-dwarf me as another mechanic because I would prefer leading the fort with an actual body.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 29, 2011, 07:10:43 am**

Quote from: Dariush on June 29, 2011, 01:57:31 am

Can you please pull the microcline lever near the entrance  
Spoiler: (this one) (click to show/hide)  
? I really want to know whether or not my traps are working :)

They seem to be working, at least I've noticed the bridges have been smashing pets for a good while. Don't know about the top section though. Because that lever is outside, it didn't get pulled last siege, so the goblins just ate weapon traps. I'll probably move it inside this next turn so its not exposed.

Quote from: tryrar on June 29, 2011, 04:09:00 am  
...I've been wondering why we had no cage traps already myself.

Actually Dariush added a whole bunch as long as they go through his trap system. But the aforementioned lever issue makes it hard to utilize in a pinch.

Quote from: noodle0117 on June 29, 2011, 05:43:38 am  
Wait what?  
I *Died*?  
  
This is Blasphemy!  
This is Madness!  
  
This is... oh wait that's right this is Deathgate where dwarves are supposed to die.  
  
Can you re-dwarf me as another mechanic because I would prefer leading the fort with an actual body.

If it makes you feel any better, your corpse is probably still outside.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 29, 2011, 08:50:58 am**

Actually, I already started moving it and placed a copy of the lever in the lever room (though I don't remember exactly which one is that). As of the end of the year, there was a task to connect it to the bridge, though it probably got suspended. Also the primary purpose of the cage traps out there is to capture merchants (for zoos), but nobody ever uses it to that purpose. :(

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 29, 2011, 10:23:27 am**

**1st, Hematite**  
Despite my urging that no one go outside the fortress, one of our axe dwarves decided to stroll out. He was ill prepared for the goblin that smashed his face in. I am not surprised.  
I've ordered the gate sealed until further notice.

Despite the vast mineral wealth we already possess, I've ordered numerous veins of copper and gems mined out.

**7th, Hematite**  
Well Narquille is out of bed finally. He's even detailing floors. By the gods I don't know how, he's got a shattered foot and a broken hand. I've checked over the logs and we have nothing to make plaster with. So I'll have to buy some off of the next caravan. The amount of broken limbs is staggering and splints dont seem to be doing the job.

**9th, Hematite**  
The constant lava-flow down the side of the mountain has gotten me worried. I've tried numerous levers, but they only open up more lava to flow down the mountain. After a bit of playing I finally figured out what lever to pull.  
**15th, Hematite**  
After numerous complaints, I've ordered more cabinents built and the ones we already have installed in the dwarves rooms. Clothing is starting to pile up there and I'd like to keep the place somewhat clean. Since we have tons of stone, this seems like a good use of our resources.

**Late Summer**  
The nightmares are getting worse each passing night. The figure still commands me to lead. Commands me to dig deeper. I try my best to obey but I cannot bring myself to order the adamantine dug out. Still I continue to organize the fortress, trying to motivate these worthless peons into doing their jobs correctly.  
I never realized how much I hate my own kind until now.

**16th, Galena**  
A wood burner has been possessed by something, other wordly. Although I sympathize with the insanity, I order the guards to kill him if he even so much as looks at a guard funny.

**18th, Galena**  
How does it take 3 days to find a magma forge? Honestly, whatever has possessed this poor bastard isn't very intelligent. Even the voice agrees with me on this one.

As i contemplate torturting the fellow, I hear that the human caravan has arrived. I take the opportunity to order our useless trinkets and shreaded clothing hauled to the depo. I doubt if much of their goods will be useful, but at the very least, I can get rid of some of this junk while those devil worshipping humans do all the work.

**Late Summer**  
Apparently some jag off thought it would be funny to run against me in the election for mayor. Officially he won, but of course he's been told he's lost. To punish him for his crimes, his new job is recovering useful stuff from the surface.  
Additionally I've assigned a new dwarf, one by the name of Zulban, to be the broker. Seeing as how Iggy is in the military and has zero free time. Zulban seems upbeat about his promotion.

----

Really not a lot going on. I'm mostly just playing conservatively by mopping up the messes we have lying around. Although I plan on making myself a grand throne room of skulls because I'm a freakin tyrant.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **June 29, 2011, 10:26:47 am**

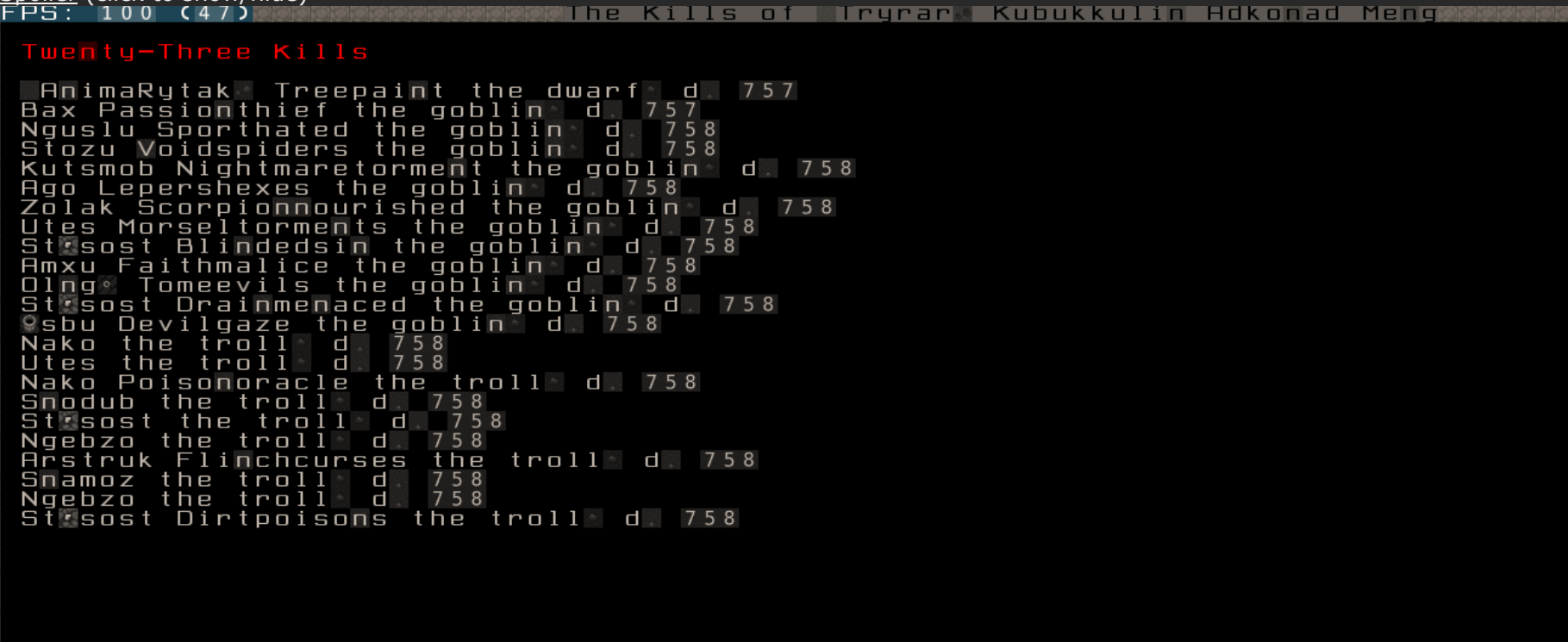
Quote from: AnimaRytak on June 29, 2011, 10:23:27 am  
The constant lava-flow down the side of the mountain has gotten me worried. I've tried numerous levers, but they only open up more lava to flow down the mountain.  
Once again I'm reminded why I play Dwarf Fortress.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 29, 2011, 11:24:16 am**

...Just as a note: when all the military got massacred, did I survive? Or am I one of those taking up space in the hospital? Can't tell going back and reading though that mess....

Your currently our most badass dwarf. You survived the last battle, your uninjured, and you have 23 kills to your name (one of them is me).

[Spoiler](#) (click to show/hide)



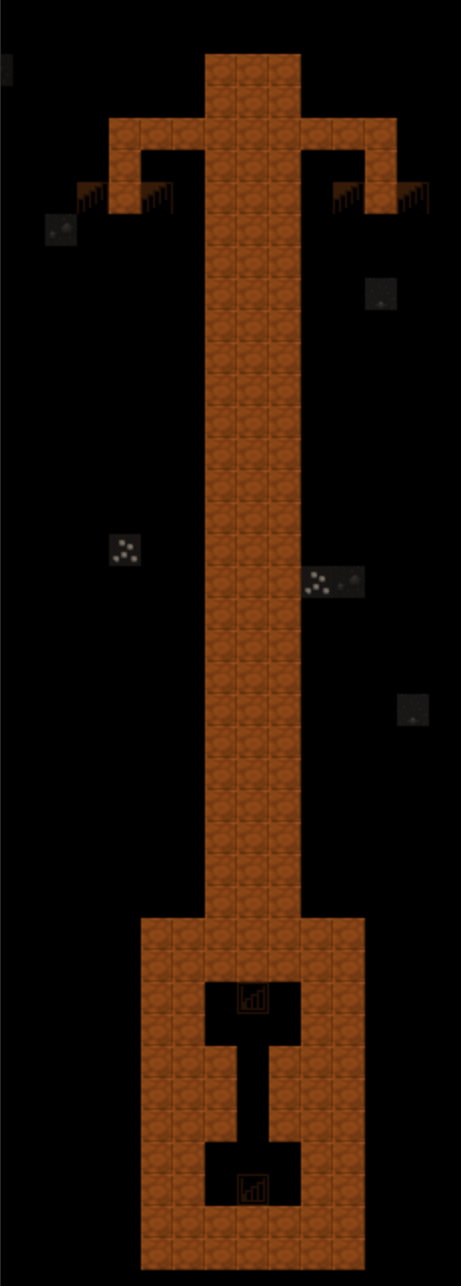
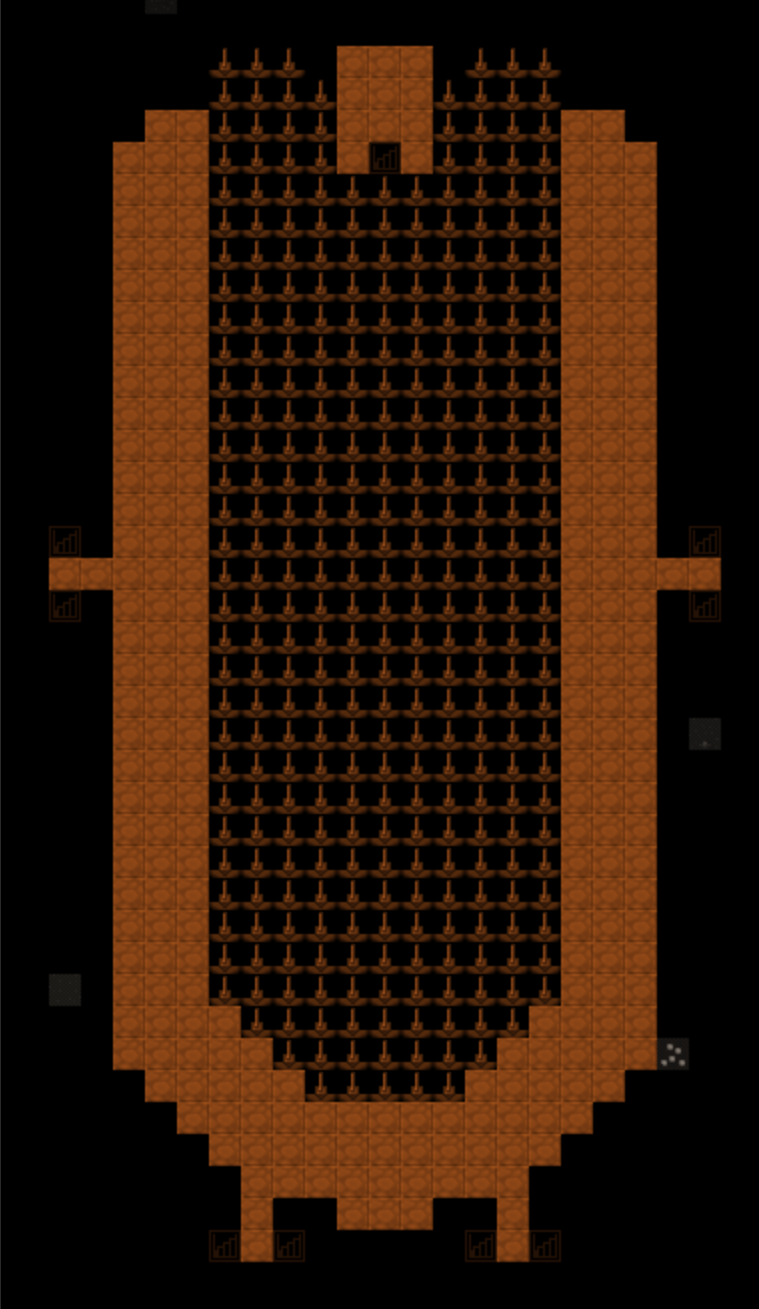
So yeah, your the current fort badass.

**Autumn**

My nightmare changed last night. I was sitting in a great, oppulent throne room. The great monstrous figure sat on the throne. I can remember it clearly. The walls and floors were made of obsidian, magma flowed beneath iron floodgates, and golden statues adorned the room. I understood the message. This was to be masters throneroom. I've ordered construction to begin immediately. Here's a general layout of the throne room.

[Spoiler](#) (click to show/hide)





Changes might still be made, but this is the general idea.

#### 4th, Limestone

We still haven't traded with the humans yet, since everyone is too busy hauling goods en-mass to the depo. The only progress made in the entire fort was by Rith, the possessed dwarf. Apparently he acquired whatever it was he needed. Hopefully its something useful.

I've done a quick survey of our military's training. So far things are going well, if not slow. Our squad of marksdwarves has reached novice level. The same cannot be said of the other units.

9th, Limestone

Rith has completed his work. However, I'm furious to find out what he's made.



A barrel? A damned barrel? Out of adamantine? I ordered him beat.

This is a adamantine barrel. All crafts dwarfship is of the highest quality. It is encrusted with marble and rose quartz, studded with adamantine and encircled with bands of dacite and black zircon. This object menaces with spikes of rock crystal and tunnel tube. On the item is an image of Lun, the deity of the weather, depicted as a male dwarf and dwarves in yak bone. The dwarves are prostrating themselves before Lun.

Actually on second thought, that's a pretty bitchin barrel. Its worth 756,000 dwarfbucks too. I'll let it slide this time.

10th, Limestone

We finally got around to trading with the humans. After some deliberation, we trade them a mountain of useful junk for some metal bars, a metric ton of food, and anything remotely useful. Although we manage to give them a ton of junk, we still have more than we need. Regardless, at least we got something out of it.

15th, Limestone

While I was eating in the dining hall, I heard a dwarf mention the name Armok. Why does that name seem familar? I'm sure I've never heard that name before.

21st, Limestone

Work has begun on the masters throneroom. Its slow, but hopefully I'll be done by the end of the year. I've begun to wonder though, just who is the master? He tells me his name, but I can never remember it once I wake up. I've tried to ask the voice, but the voice tells me nothing.

22nd, Limestone

Watching the serfs work I noticed one odd dwarf slowly going about his labors. As i prepared to beat him, I noticed that, not only was his right leg mangled, but his left arm was gone. I'm rather surprised that he was still alive. I asked him how he was. He complained of a minor injury lately. No, I'm serious. Spoiler (click to show/hide)

Adil Monomamal has been quite content lately. He slept in a bedroom like a personal palace recently. He has been satisfied at work lately. He was nauseated by the sun lately. He sustained minor injuries recently. He is a faithful worshipper of Uzol Greendyes and a worshipper of Moldath. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is ninety years old, born on the 20th of Hematite in the year 668. He is average in size. His very long sideburns are braided. His medium-length moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He has a low, clear voice. He has an angular chin. His right upper arm is gone. His cinnamon skin is wrinkled. His right upper leg bears a very long straight scar. His right foot bears a massive straight scar. His nose is somewhat broad. His ears are somewhat short. His lips are slightly thick. His copper eyes are slightly close-set. He is rarely sick. Adil Monomamal likes puddingstone, bismuth, green jade, blue jay tooth, gloves, toy boats and cows for their haunting moos. When possible, he prefers to consume tuber beer. He absolutely detests blood gnats. He has a stunning feel for spatial relationships, a great feel for social relationships and an ability to read emotions fairly well, but he has a poor kinesthetic sense and a really bad memory. He is often nervous. He almost never feels discouraged. He only rarely feels strong cravings or urges. He is an ardent believer in convention and traditional society. He is very trusting. He doesn't like to compromise with others. He is self-disciplined. He rarely speaks when he's exasperated. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He is a hardened individual. A short, sturdy creature fond of drink and industry.

I may have underestimated these serfs. They're very dedicated, if not flat out suicidal

23rd, Limestone

Another idiot was knocked off the bridge and died.

27th, Limestone

I recieved word that we have attracted no migrants this season. I suppose this means that either the mountainhome has been destroyed, to which I feel no sorrow, or word has reached them that Deathgate is a deathtrap, in which I feel no sorrow.

3rd, Sandstone

Damn it! We breached an aquifier as we dug out the throne room. The entire place is flooding. There's no way to stop it either, the location is a complete bust. Despite the masters insistance, I've had to cancel the project. There isn't any other sutiable location for the throne room.

5th, Sandstone

After noticing that the mechanic work hasn't been completed, I went looking for noodle II. To my surprise, the manager told me he was dead. Apparently she's missing her entire upper body. I don't have any proof, but I blame the previous overseers death bridge. I order it forbidden to all dwarves.

18th, Sandstone

After some replanning, I think I can salvage the throneroom. It'll have a lake now, but it'll still be a throneroom.

Late Sandstone

The master is not pleased with the throne room. He demanded magma, not water. Alas, there is nothing I can do but punish the serfs. Still, I'll take the room for myself. Perhaps I can build the master another throne room, one deep in the earth. The voice doesn't dislike my idea, I take that as a sign of success.

16th, Timber

The dwarven caravan has arrived. Perhaps I can get something useful this time. I order our mountain of useless goods hauled to the depo.

19th, Timber



Oh fuck you goblins. You think the master is afraid of your pathetic army?! HE WILL SWALLOW YOUR HEART!

I order everyone inside and seal off the main entrance, forcing the goblins to take the death bridge. I wait for them to make their move as I examine their forces. There's at least a dozen trolls and probably 30-40 goblins. I'm not worried. They're blood for my master.

24th, Timber

Damn it. It turns out, do to a major flaw in our defenses, the death bridge can be completely bypassed. This means the only defense against the goblins is a long spiraling haul of cage traps. There should be enough to catch them all, but I'm furious at the oversight. This will have to be fixed immediately.

27th, Timber

I conclude the trading business with the caravan. In exchange for a giant pile of useless shit, we received a mountain of wood, some steel armor, and more food. While I'm at it, I offer about 10k worth of goods as an offering. Maybe it'll come back to benefit the master.

Autumn, End

As a precaution, I've sealed off the cage traps. I don't have confidence that they'll catch the remaining goblins. Instead I'll force them across the trapped bridge. If they make it through, it'll be up the military to stop them.

My master will have his blood.

---

Recap:  
Noodle died again. My throne room got flooded. We got invaded and it turns out our defenses are by passable. Once the siege ends, I'll fix that.

On a side note, my character is really going off the deep end.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 30, 2011, 04:21:47 pm**

Quote from: AnimaRytak on June 29, 2011, 01:13:09 pm  
Your currently our most badass dwarf. You survived the last battle, your uninjured, and you have 23 kills to your name (one of them is me).

Awesome! I guess remembering to switch out my weapon during my turn paid off! BTW, what title do I have?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 30, 2011, 04:27:23 pm**

The Sunny Band of Lashing, apparently.

At some point, we should power train these military dwarves before they hit legendary status. I think a year or so mining would up their stats enough to make them godlike soldiers. But if that doesn't work, pump operation is a valid tactic.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **June 30, 2011, 04:34:31 pm**

Quote from: Dariush on June 29, 2011, 10:26:47 am  
Quote from: AnimaRytak on June 29, 2011, 10:23:27 am  
The constant lava-flow down the side of the mountain has gotten me worried. I've tried numerous levers, but they only open up more lava to flow down the mountain.  
Once again I'm reminded why I play Dwarf Fortress.

Also, whats the source of that magmafall? is it from my magma hallway? Because I do have those levers contolling it clearly marked....

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **June 30, 2011, 04:52:58 pm**

Well, I found the one that stopped it. I didn't immediately pull the lever since this is Dwarf Fortress.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 30, 2011, 11:14:47 pm**

Quote from: AnimaRytak on June 30, 2011, 04:52:58 pm  
Well, I found the one that stopped it. I didn't immediately pull the lever since this is Dwarf Fortress.

Good man.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **June 30, 2011, 11:35:43 pm**

So how long do you plan to put off eating the candy cane? Another year or so?

I'm eager to see what happens.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 01, 2011, 12:49:45 am**

Quote from: AnimaRytak on June 30, 2011, 01:02:48 pm  
**22nd, Limestone**  
Watching the serfs work I noticed one odd dwarf slowly going about his labors. As i prepared to beat him, I noticed that, not only was his right leg mangled, but his left arm was gone. I'm rather surprised that he was still alive. I asked him how he was.  
He complained of a minor injury lately.

Is he in the military?

Quote from: AnimaRytak on June 30, 2011, 01:02:48 pm  
Noodle died again.

:(

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **July 01, 2011, 02:33:25 am**

Quote from: AnimaRytak on June 30, 2011, 01:02:48 pm  
It turns out, do to a major flaw in our defenses, the death bridge can be completely bypassed. This means the only defense against the goblins is a long spiraling haul of cage traps.

Waitwhatwhy? Oh crap.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Algeroth** on **July 01, 2011, 11:20:00 am**

Could I be dwarfed as a marksdwarf? Name "Al".

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 01, 2011, 12:35:09 pm**



Quote from: Conan on June 30, 2011, 11:35:43 pm  
So how long do you plan to put off eating the candy cane? Another year or so?  
I'm eager to see what happens.

Not sure. With the current state of our military, it'll be a while.

Quote from: noodle0117 on July 01, 2011, 12:49:45 am  
Quote from: AnimaRytak on June 30, 2011, 01:02:48 pm  
**22nd, Limestone**  
Watching the serfs work I noticed one odd dwarf slowly going about his labors. As i prepared to beat him, I noticed that, not only was his right leg mangled, but his left arm was gone. I'm rather surprised that he was still alive. I asked him how he was. He complained of a minor injury lately.  
Is he in the military?  
:((

Nope, he was just a normal dwarf. We have one mechanic left, I'll dorf you as him.

Quote from: Algeroth on July 01, 2011, 11:20:00 am  
Could I be dwarfed as a marksdwarf? Name "Al".

Not a problem!

Final update coming soon. Hope we all live!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **robfd** on **July 01, 2011, 03:27:40 pm**

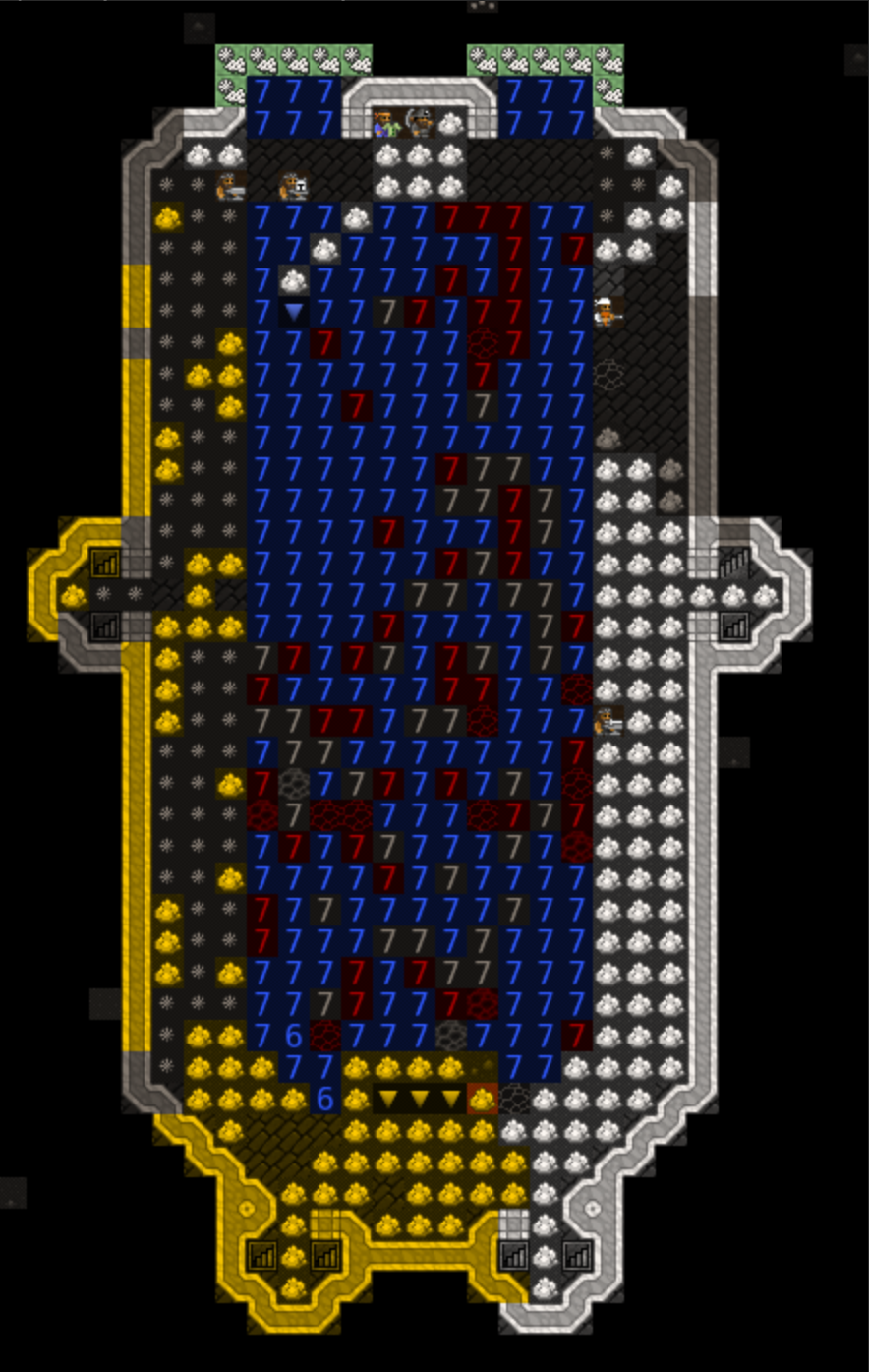
Quote from: AnimaRytak on July 01, 2011, 12:35:09 pm  
Nope, he was just a normal dwarf. We have one mechanic left, I'll dorf you as him.

And so here marks the end of Noodle III. (well the way it's currently going anyway. All of the previous noodles seemed to drop dead for "no"quot; reason)  
seriously I love this series... so many, what's the word? ~~carefully-planned-executions~~ unfortunate accidents.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 01, 2011, 03:32:21 pm**

**Winter**  
While I await the goblins attack, I take the time to research the name I heard earlier. Armok it was. From what I've found, he's a deity. But not one worshipped by the humans, the elves, are ourselves. Apparently he's a "God of Blood". Which I assume is akin to a God of War.  
  
More research is required.

**1st, Moonstone**  
While the worthless goblins take their time in finding our entrance, work on the throne room continues.  
[Spoiler](#) (click to show/hide)



**7th, Moonstone**  
Still the goblins hide. Both myself and the master are sick of their cowardness. To fix this, I've ordered the spiral hallway unsealed.

**11th, Moonstone**  
Honestly we have like 200 floor hatches in the stockpile. Apparently a previous overseer had a fetish for them. Since I cant trade them and since melting them down would be wasteful, I've ordered one installed in every downward stairwell in the fortress.

14th, Moonstone

The goblins have forced my hand. They refuse to leave the spiral. I order all of our troops into the hall and order them to slay everything.

Master will have his blood.

I realize as Tryrar rushes headlong into battle that he's still holding a wooden training axe...

This will not end well for him.

As he engages a goblin, the others converge on both sides. A wall of dwarves attack a wall of goblins. Led Usiravuz goes into a martial trance just as Rith is struck down. Tryrar falls shortly afterwards. More of our troops pour into the breach as Ral Urdimedim is struck down. Fath falls shortly later. One of the axedwarves, Kobuk, is shot and killed.

Its hard to tell where the bodies end and the fighting begins. Blood is flowing through the hallway



In the frenzy, I manage to score a single kill despite my injuries. The goblins are all vanquished, Deathgate stands.

I order the fallen to be gathered and buried. I grieve only a moment for Tryrar, our champion.

18th, Moonstone

Tonight, I heard the master speak in my dreams. I heard his voice. And his name. I could see him sitting upon the throne of skulls surrounded by an endless lake of blood. He praised my bloodshed and that of my underlings. And then I heard his name. "Armok." And joy overtook me.

4th, Opal

Lord Armok is pleased with the work I've done. Our captives are being loaded into a storage room. Later we shall construct an arena on which to slaughter them in the master's name. Despite our losses, Deathgate remains strong. The bypass that caused our defenses to fail has been fixed, this provides me with a sense of relief.

16th, Opal

Since we have a metric ton of chairs and tables, I've ordered a number of them placed in the dining hall. We have enough chairs there as is, but we need the stockpile space.

5th, Obsidian

The recent events seem to have taken a toll on Narquille II as he has been taken by a fay mood. Hopefully he builds something useful. Unfortunantly he claims a magma glass furnance. So i assume he's going to make something useless.

20th, Obsidian

Narquille II seems to have begun his useless construction. Time will tell if he becomes a sacrafice to Lord Armok.

24th, Obsidian

Oh look, a green glass box, how useless!

Narqulie II, Akrulegul, militia captain has created Edannist Ozor Anzish, a green glass box!

26th, Obsidian

I've repurposed, or started to at least, the magma hallway. Since its currently useless, I've made a few modifications to it that'll allow it to flood our entrance with magma. Its not finished since at the moment, there's no way to stop it from flowing into the hospital or drain it afterwards. I've tasked Noodle III with this task, since it is beneath me.

With that, my last task as overseer is complete. I prefer the title of Overlord of Deathgate. The micro managing can go to some peon. I have more important matters to attend to.

Lord Armok demands more blood.

Current stocks:

Spoiler (click to show/hide)

|                  |          |       |      |                  |     |                 |      |
|------------------|----------|-------|------|------------------|-----|-----------------|------|
| Created Wealth:  |          |       |      | Population:      |     |                 |      |
| Weapons:         | 15338118 |       |      | Miners           | 11  | Axedwarves      | 2    |
| Armor and Garb:  | 3931817  |       |      | Woodworkers      | 6   | Axe Lords       | None |
| Furniture:       | 3119489  |       |      | Stoneworkers     | 22  | Swordsdwarves   | 2    |
| Other Objects:   | 798647   |       |      | Rangers          | 4   | Swordmasters    | None |
| Architecture:    | 2340594  |       |      | Metalsmiths      | 10  | Macedwarves     | 1    |
| Displayed:       | 1755956  |       |      | Jewelers         | 2   | Mace Lords      | None |
| Held/Worn:       | 1395378  |       |      | Craftsdwarves    | 13  | Hammerdwarves   | None |
|                  |          |       |      | Nobles/Admins    | 4   | Hammer Lords    | None |
| Imported Wealth: | 315434   |       |      | Peasants         | 1   | Speardwarves    | 3    |
| Exported Wealth: | 119156   |       |      | Dwarven Children | 9   | Spearmasters    | None |
|                  |          |       |      | Fishery Workers  | 4   | Marksdwarves    | 1    |
| Food Stores:     | 7707     |       |      | Farmers          | 28  | Elite Mrksdwrvs | None |
| Meat             | 296      | Seeds | 1552 | Engineers        | 7   | Wrestlers       | 2    |
| Fish             | 261      | Drink | 2206 | Trained Animals  | 25  | Elite Wrestlers | None |
| Plant            | 126      | Other | 3266 | Other Animals    | 107 | Recruit/Others  | 2    |

-----

And my turn is over!

Recap:

Noodle died twice.  
Tryrar died once.  
Some people were dorfed.

And I captured a ton of goblins.  
Overall, not a very eventful year other than the siege. I mostly tried to increase the forts efficiency.

And save: Link (<http://dffd.wimbli.com/file.php?id=4600>)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 01, 2011, 07:47:23 pm**

For some reason I feel kind of nervous when I try to open that file.  
  
edit: Wow this place is huge! (considering my previous forts)

What does this repeater do?



It's placed near the old moldy BATTEREY I built about 7 turns ago.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 01, 2011, 10:44:07 pm**

I honestly have no clue. All it does is move a block of water around endlessly. I think it might be related to the bridge of doom but that's pretty doubtful.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 01, 2011, 10:47:52 pm**

If it moves a block of water around endlessly its obviously a mist generator.  
  
Why isn't it running?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 01, 2011, 11:30:42 pm**

Its not a mist generator. At least not in a useful sense. There's no mist coming from it and there's very little traffic there.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **July 02, 2011, 02:18:01 am**

Yeah, it's the repeater connected to The Crusher.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Ahra** on **July 02, 2011, 05:34:05 am**

insanity overload... my poor brain.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 02, 2011, 11:13:07 am**

.....huh? Why did I have a training axe? I swore I had that switched out for an admantine axe during my turn....  
  
Ah well, redorf me plz, as another miniltary member

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 02, 2011, 11:36:37 am**

My guess is the military was switching back to training weapons for sparring and when I ordered them into combat, they kept them since they met their requirements as a weapon.  
  
I changed the uniforms to require all melee weapons to be made of adamantine, so they'll be forced to switch off of their training weapons before going into combat.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 02, 2011, 02:19:57 pm**

edit: ignore, post sounded too disrespectful

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 02, 2011, 04:00:18 pm**

i have yet to have a single training accident with propper weapons.  
  
who have you redorfed? will i get my second attempt at badassery? all to be seen in this turns episode of: Deathgate.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 02, 2011, 04:13:47 pm**

Is Irony still alive?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 02, 2011, 04:36:47 pm**



[Quote from: wlerin on July 02, 2011, 04:13:47 pm](#)  
Is Irony still alive?

Yup, alive and kicking last time I checked.

[Quote from: Karakzon on July 02, 2011, 04:00:18 pm](#)  
i have yet to have a single training accident with propper weapons.  
who have you redorfed? will i get my second attempt at badassery? all to be seen in this turns episode of: Deathgate.

Actually you got redorfed before my turn. I think your the current Captain of the Guard since Tryrar died.

[Quote from: tryrar on July 02, 2011, 02:19:57 pm](#)  
edit: ignore, post sounded too disrespectful

Hey its not like I wanted to lose our best dwarf. At least you went down in a hail of gunfire instead of going insane like mine did :P

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 02, 2011, 08:06:48 pm**

I might need an extra two or three days since I'm also working on another fort right now.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Alkhemia** on **July 02, 2011, 09:15:57 pm**

Hmm This story great I'm I still alive?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 02, 2011, 09:49:19 pm**

[Quote from: Alkhemia on July 02, 2011, 09:15:57 pm](#)  
Hmm This story great I'm I still alive?

I think, but I'm not sure.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 02, 2011, 10:48:29 pm**

Maybe you could turn it into a temp community fort right before breaching the circus. We could decide who has to do this through a poll or random number generator.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 04, 2011, 04:00:06 am**

A few questions before I decide whether or not to breach hell this turn.

1. Do caveins affect airborne units?
2. Can demons go through fortifications?
3. Can demons go through submerged fortifications?
4. How well does a fully clad adamantine dwarf fare against a medium power demon?
5. Would Goblin prisoners fight or make friends with demons?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **July 04, 2011, 05:26:41 am**

1. Yes, 2. No, 3. Probably, 4. Depends on his skill (as of now he's going to get torn to shreds), 5. Fight.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 04, 2011, 10:42:11 am**

gaseous demons can go through fortifications submerged or not, can't they? And we have no way of knowing what kind of demons we have until we crack open the spire.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 04, 2011, 10:59:19 am**

Why not use a drawbridge for a toggle able wall?

Also, if that doesn't work, use a complex system for caving in a natural wall as they don't deconstruct when falling a level. I don't know how to do it but you can ask Spoony Bard as he's doing it on Uristildom.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 04, 2011, 07:33:17 pm**

Drawbridges seem too easy, so I'm morally opposed to using them unless it's really too convenient (excess stone smashing)  
I like caveins a lot though, so I might use a lot of those.

Also I hope you guys wont mind if I sacrifice the entire goblin, troll, and caged wild beast population as a first line of defense.

I'll update soon once my 20 fps gets me past spring.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 04, 2011, 07:57:12 pm**

Oh wow, that would be great if you sacrificed them all.

Post full battle log if it isn't too tough. Maybe you can send them in one at a time.

At the very least take a pre- and post-picture of the battlefield.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 04, 2011, 10:23:58 pm**

Quote from: noodle0117 on July 04, 2011, 07:33:17 pm  
Drawbridges seem too easy, so I'm morally opposed to using them unless it's really too convenient (excess stone smashing)  
I like caveins a lot though, so I might use a lot of those.

I vote dwarven atomic bomb.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 04, 2011, 10:46:27 pm**

Too bad you cant magma flood them.  
  
Maybe you could use an obsidian-casting thing.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 05, 2011, 01:53:44 am**

I am Noodle, or as I like to call myself, the great engineering spirit.  
  
My first reincarnation in this fort grew unsuitable for use when it was consumed by the mad determination energies I fed it.  
  
My second reincarnation was too careless, and before I knew it, I found myself separated from the body once again.  
  
Therefore, I must be careful when choosing a suitable container for my spirit, someone who possesses both physical and mental aptitude...  
...  
..  
Careful searching has shown that there are no more great mechanics in this fort :'(

Oh who cares I'll just grab some random dwarf and begin my rule.  
  
-----

Early Spring  
  
AnimaRytak, whether out of boredom or an overly large ego, has decided to forfeit the position of overseer and instead insist on being called the Overlord of Deathgate. With the position free for taking and no one else wanting the job, I have once again been gifted with power as the overseer of Deathgate.  
  
...

Spoiler (click to show/hide)  
We are close.

We are so very close to uncovering the secrets of the deep, yet all of the previous fort overseers have been too fearful of doing so.

Excuses like, "the army is too small" or, "we don't have enough weapons" or even "we're just not ready yet," have all been tossed around in an effort to delay the excavation, but if you ask me, they're all just cowards trying to pass their responsibilities down to the next successor.

That final layer of stone will be broken before the end of my reign.  
  
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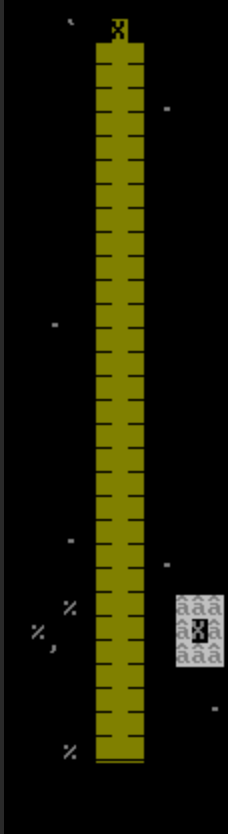
Early Spring (cont.)  
  
Research on dusty and ancient tomes of old have shown that the creatures of hell are unlike any that are seen on the above world.  
  
For starters, they are immune to magma and water, as their curse hardened bodies can neither burn nor drown.

Second, they possess an unnatural deal of dexterity, and as such, simple conventional weapon and cage traps are rendered useless when dealing with such monstrosities.

And third, they feel no pain, suffer no disease, and in combination with their insatiable hunger for blood and the pain of others, they become some of the most dangerous foes known to the world, having the ability to match even the best adamantine clad legendaries of our race.

Considering all of these factors, I have drawn out a multi-stage plan which will be enacted to wear out the incoming wave of demonic forces.

Stage #1



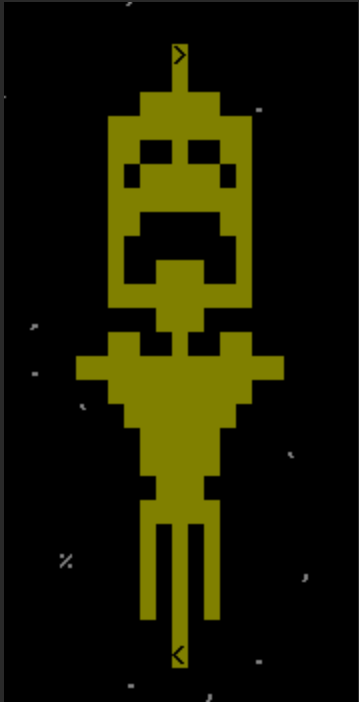
When the demons begin their initial assault, their numbers will be too numerous to take out using raw beard strength alone. To halt their advance, I have rigged the hallways so that they shall collapse the moment something greater than dwarf weight passes by.

Stage #2



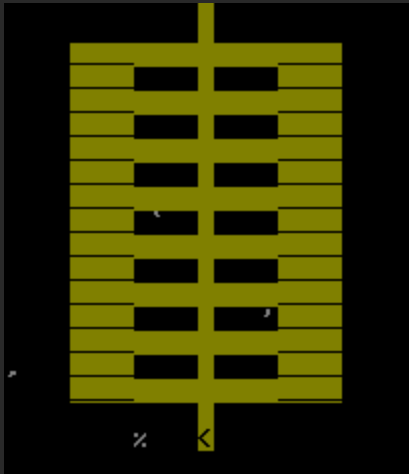
I have also ordered a long and twisty hallway to be dug out so as to serve for the perfect killing field for death through impalement. Digging out the field itself is easy, but the great number of spears, mechanisms, and designcraft required to properly create one may require the greater part of the year. Nevertheless, it should do well in thinning out the ranks from the survivors of the cavein.

Stage #3



After acquiring permission from a general morality census, I've been given the option of sacrificing our prisoners for the greater good. The arena I've ordered to be dug out has been specially designed to look like the corpse of a decrepit goblin so as to reduce the range and effectiveness of demon based fire blasts while also providing a good aesthetic look once it inevitably becomes covered in blood and gore.

Stage #4



Should all else fail, I have prepared a construction in advance that will smite any remaining demonic forces with the combined power of fire and water.

Power for the device will be drawn from the BATTERY itself



but whether the design will actually work or not, I have absolutely no clue...

How long the fort will survive once hell is opened, only the gods will know, but whether we live or die, a last stand we shall make.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 05, 2011, 02:14:21 am**

Why do I get the feeling my turn is going to be "FUN!!!"...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Darius** on **July 05, 2011, 05:32:06 am**

Demons don't trigger pressure plates, first stage won't work ;)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 05, 2011, 06:06:19 am**

Then just replace "pressure plate" with "accurately timed dwarf lever pull"

edit: then again, the demons will just destroy the support themselves right?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 05, 2011, 11:03:00 am**

the prisoner delivery system should be interesting, are you planning on cage trap delivery or via drawbridge?

```
=====
=xxxxx=
=xxxxx=
=xxxxx=
=xxxxx=
=xxxxx=
=====
x= drawbridge
= = wall
```

next level above:

```
FFFFF
FFFFF
FFHFF
FFFFF
FFFFF
```

F= Floor  
H= Hatch.

this is the one i usualy use for mass prisoner deployment. seal off room below with bridges and a drop. drop prisoners when deamons get close to the area so the falls stun wont affect the battle outcome. recomended having the chamber floodable with water to drown the prisoners should i the unlikely event of theor survival. will also make an interesting defence station against the surface when we come to building in the deeps. :P

anyone got any plans for the hell fortress? or are we going to wing it and have the millatery go on patroll to make sure any wandering deamons are put down before they harrass the workmen?

-sign me up for a turn after everyone else of current please, ive come into alot of free time-

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 05, 2011, 06:42:56 pm**

Also, as a last resort, you might consider making a Dwarven Machinegun, which creates unsupported obsidian blocks and drops them a few Z-levels onto demon heads. Reported to be massively awesome.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 05, 2011, 08:13:31 pm**

I was originally going to use cage trap employment, but now that you mention the drawbridge method, it does seem a whole lot more efficient.

~~I have no idea how to make a dwarven machine gun though, plus I've already have an obsidianizer planned, so I'll just leave that idea to someone else.~~

Edit: Scratch that! Dwarven Machine gun looks Awesome!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 05, 2011, 11:29:14 pm**

Also, a good idea for the trap hallway would be upright weapon traps set to a fluid repeater. More or less the same concept as weapon traps, but without the annoyance of levers.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 05, 2011, 11:41:38 pm**

Holy carp where did the DMG get made before? Sounds like !!FUN!! all the way through.

And post full or partial battle logs, if not too inconvenient. Don't building destroyers destroy traps?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 06, 2011, 12:24:30 am**

Don't forget an artifact building (statue, hatch cover, something) somewhere along the line to distract them.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 06, 2011, 01:42:19 am**

After thinking things over and trying them out, I'm not sure if I actually should try making a dwarven machine gun.

Making the machine gun itself is one thing, but making it actually useful as a weapon is another.  
I also might not have enough time (both in game and real) to realistically create this thing while simultaneously making everything else.

I'm not saying I'm not going to try, but just don't get your hopes up if it fails/if I fail to complete it before the year.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 06, 2011, 05:59:12 pm**

Also, I just recalled that all demons can fly.

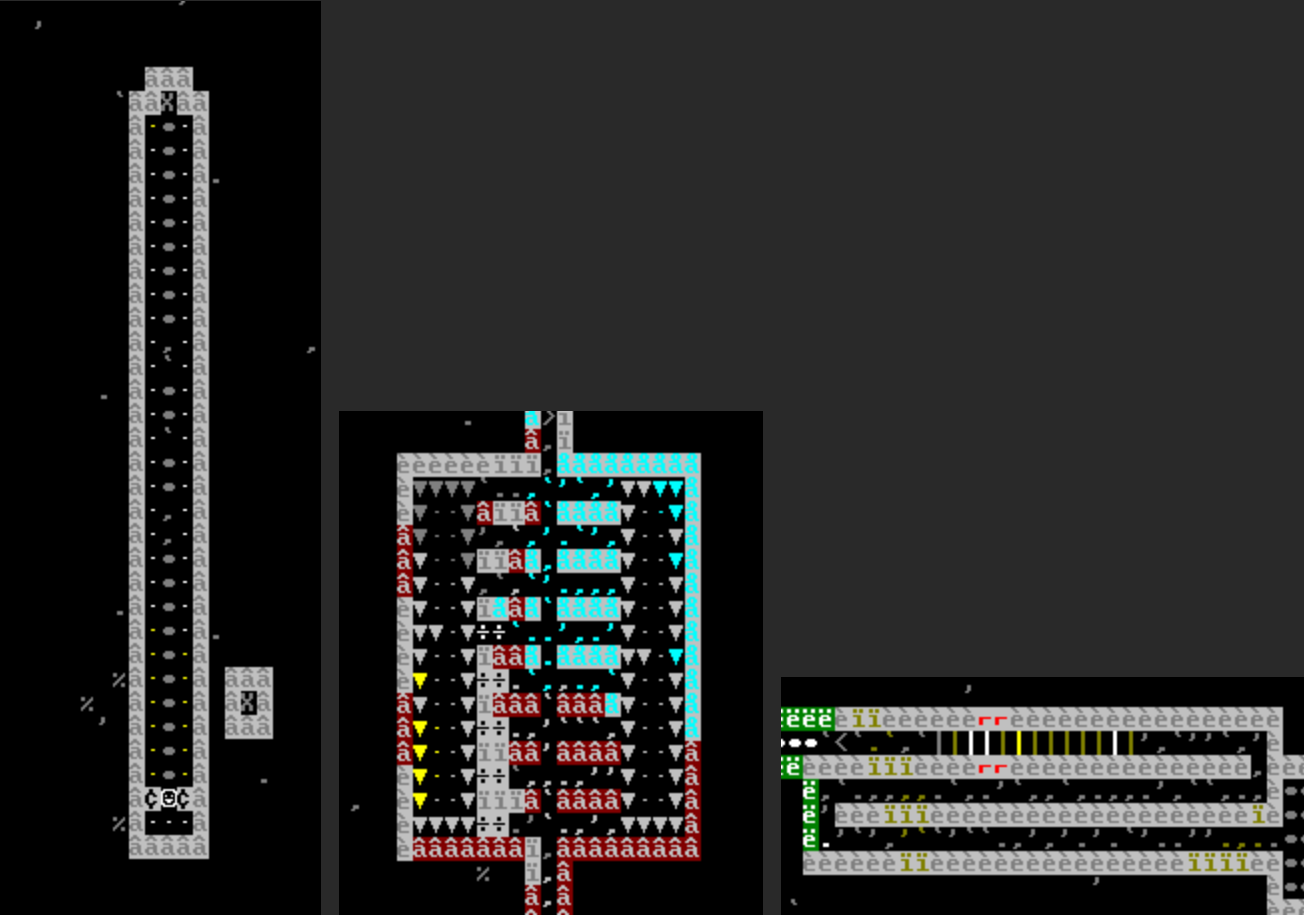
Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 06, 2011, 08:11:16 pm**

I thought it was only some.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 06, 2011, 09:21:28 pm**

Early Summer

Progress is going well



Most of the traps and hallways have been dug out.



The prisoner arena didn't exactly look the way I imagined it, but I guess it'll have to do.

Spoiler (click to show/hide)  
(and yes, the additional doors between the legs of the goblin corpse shaped Prisoner arena are there for "extra protection")  
It's even multicolored

I've revamped most of the economy, laying off more than half of the engravers and crafters while tripling the number of miners and mechanics.

I've also drafted a few extra recruits into the military to bolster our forces, but preferring to do the dirtier stuff with mechanisms rather than beard, I've mostly just left the squads of candy clad warriors to manage themselves.

The dwarves are busy, work is being done efficiently, no one is having any temper problems and everything is just fine!

**Snatcher! Protect the children!**  
Oh noes! a snatcher!

Catching some of the nearby dwarves off guard, he strikes down a peasant and heavily injures one of the recruit hammerdwarves before

running away.

And with snatchers there will inevitably beâ€¦!



Oh noes! An ambush!  
[Spoiler](#) (click to show/hide)  
did they change the symbol for goblins?

I was just about to dispatch the military when one of the dwarves mentioned to me that a specific creation used to release magma upon the creatures of the surface was built by a previous overseer just for this situation.

A brief overview of the construction had impressed me, but judging from the designs, I saw grave inefficiencies. Though the device held the potential to destroy armies, its situated position and unnecessarily long release paths meant it would be slow and clumsy with its deployment. I also could not, for the love of all that is dwarvenly, understand why the designer of this magma machine decided that it would be perfectly fine to allow a goat pass above the machineâ€™s blast zone where any would be assaulters could just simply waltz by harm free straight into our fort.



Theoretical outcome of releasing the magma

And it would also endanger the lives of any dwarf who happened to wander outside as well.

So should I send the army or pull the lever?

[Spoiler](#) (click to show/hide)  
who was the player who built the magma release device again?  
And how do I make the goblins go through the spiral hall of cage traps? When I gave the ambush a test run, all of the Goblins just simply path through a little tunnel near the entrance into the fort

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 06, 2011, 11:04:13 pm**

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Just save scum this once and see what happens if you release the magma.

Also, there should be some bridge or something to close up the small passageway. Or did Anima forget to fix that?

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **jamesadelong** on **July 06, 2011, 11:50:56 pm**

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Dwarf me please. I would bring neo-classical sanity to this madness :P Mechanic please, failing that, whatever survivor you first find.

---

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 07, 2011, 01:27:51 am**

---

Pulling either the lever outside the fortress entrance or one marked in the "Notes" in the lever room should cause them to take the long way. They shouldn't bypass the first two traps anymore.

Also the magma-releaser isn't a magma releaser ala "Fuck the World", it was apparently meant to be a magma hallway that intruders enter, get trapped, then bake inside. What we're seeing is just the mechanism to empty the hallway.

I was in the process of re purposing it into a doorway flooder before my turn ended.

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 07, 2011, 01:41:50 am**

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As for the creator of the magma room, that'd be me. Though, with the sheer amount of magma, if you open both the drains and the fiery death release, you might actually be able to flood the area you need to, though I didn't test that functionality...

Edit:, heh, you know, with all the extra power from the BATTERY, I just realized it'd been trivial to set up a few pumps and floodgates to direct pressurized magma from the volcano anywhere we needed to, and we could have expanded it easily! If this fort survives, I want another turn to implement this!

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **jjgamor** on **July 07, 2011, 02:59:07 am**

---

Name:Jjgamor  
Job Name:Military  
Profession:Sword Dwarf

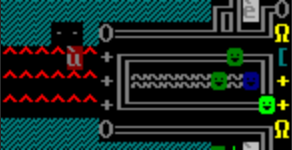
Please if you can train him to learn a bit of wrestling ;D

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Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 07, 2011, 09:31:02 am**

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After consulting some of the previous fort overseers for opinions, I have come to the conclusion that the magma release chamber is not yet fully configured to fulfill its role of incinerating the world. So rather than risk the dangers of releasing unrestricted magma, Iâ€™ve decided to position the fortâ€™s defenders at the entrance to prepare against the incoming assault.



...



A milker happened to wander out while all the commotion was happening and was soon greeted by a squad of axegoblins. His incredibly tough, indefatigable, very strong, and very rarely sick physical aptitude kept him alive for most of the chase, but alas, being quite clumsy, he was eventually caught and overwhelmed by the superior number of goblin forces as they ripped his cloak and tore apart his muscles, nerves, and arteries.

x<pig tail fiber cloak>x!  
An artery has been opened by the attack!  
The Goblin Axeman hacks The Milker in the left upper arm with her <<copper battle axe>>, tearing apart the muscle and bruising the bone through the x<pig tail fiber cloak>x!  
An artery has been opened by the attack, a motor nerve has been severed and a tendon has been torn!  
The Goblin Axeman hacks The Milker in the lower body with his <<silver great axe>>, tearing apart the muscle and bruising the pancreas through the x<pig tail fiber cloak>x!  
The Goblin Axeman punches The Milker in the left hand with her left hand, bruising the bone through the x<cave spider silk left mitten>x!  
The Goblin Axeman hacks The Milker in the upper body with her <<copper battle axe>>, tearing apart the muscle and tearing apart the liver through the x<pig tail fiber cloak>x!  
An artery has been opened by the attack!  
The Goblin Axeman scratches The Milker in the left lower arm, bruising the muscle through the x<pig tail fiber cloak>x!  
The Goblin Axeman scratches The Milker in the left upper arm, but the attack glances away!

My god I don't even dare watch anymore.

Zulban Udibmedtob, Butcher has been struck down.  
Ilral Nomalnebel, Bone Carver cancels Rest: Interrupted by Goblin Spearman.  
Uucar Cudistkel, Bone Doctor has been struck down.

Several more get struck down as they try to flee to the safety of the fort.



A tanner dies from blood loss after his desperate attempt to escape from goblin arrows.

»The Bone Carver misses The Goblin Axeman!  
The Bone Carver hacks The Goblin Axeman in the right lower leg with her ≡adamantine battle axe≡, tearing apart the muscle through the <<giant mole leather trousers>>!  
An artery has been opened by the attack!  
The Goblin Axeman strikes at The Bone Carver but the shot is parried!  
The Bone Carver attacks The Goblin Axeman but He jumps away!  
The Goblin Axeman slams into an obstacle!  
The Goblin Axeman stands up.  
The Goblin Axeman is no longer stunned.  
The Goblin Axeman attacks The Wood Burner but He jumps away!  
The Goblin Axeman hacks The Wood Burner in the left lower arm with his <<silver great axe>>, bruising the fat through the XX<giant cave spider silk cloak>XX!

A brave bonecarver proficient in the art of axe swinging also happened to be in possession of an adamantine axe and tried his luck by fighting his way through, but alas did not last long with his lack of proper armor.

Though it is against my better judgment sending cave adapted militia out into the open, I could not bear to see any more of my brethren fall to the likes of the goblins.

I gave the order for the defenders to leave their post to meet their enemies, and meet them they didâ€



Right in the bowels of the magma release chamber

Even through the thick protective layers of adamantine, the soldiers could feel the scorching heat from the nearby magma lake billowing by their sides as they met their foes at the burning battleground.  
A terrible fight ensued as metal met metal and steel met skulls. Arrows flew and lodged themselves in wounds. Hammers fell and crushed their targetsâ€™ limbs.

The Overlord hacks The Goblin Axeman in the left upper leg with her \*adamantine battle axe\* and the severed part sails off in an arc!  
The Overlord hacks The Goblin Axeman in the right upper leg with her \*adamantine battle axe\* and the severed part sails off in an arc!  
The Overlord punches The Goblin Swordsman in the head from behind with her right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

Animarytak II charges through the fray hacking goblins apart left and right with her axe.



the flat of her ðlarch training axeð, shattering the bone through the <<troll fur left glove>>!  
The Axedwarf strikes The Goblin Swordsman in the left foot from behind with the pommel of her ðlarch training axeð, bruising the bone through the <<troll fur shoe>>!  
The Goblin Swordsman has become enraged!  
The Axedwarf slaps The Goblin Swordsman in the left lower arm from behind with the flat of her ðlarch training axeð, but the attack is deflected by The Goblin Swordsman's <<fox leather cloak>>!  
The Axedwarf slaps The Goblin Swordsman in the lower body with the flat of her ðlarch training axeð, but the attack is deflected by The Goblin Swordsman's <<fox leather cloak>>!  
The Axedwarf kicks The Goblin Swordsman in the right foot with her left foot, bruising the bone through the <<troll fur shoe>>!

BladeMaster II fights alongside with Animarytak, kicking, punching, slapping, and doing practically everything but hacking with the weapon in her hand. Even in times of danger, she remains loyal to her favorite weapon. I shall bestow to her the finest adamantine sword we have once she comes back.



The magma drain chamber was now dyed red, not just with the dim glow of boiling magma, but with the blood of all those who have been slain. 5 dwarves were lost from the ambushes with nearly a dozen other wounded.

But at last the assault was repelled, and that was what mattered as the haulers picked up the remains of the slain and the mechanics continued their work as they prepared for what was soon to be an even greater threat.

edit: Hope I'm not using too many pictures. Should I put them in spoilers instead?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 07, 2011, 10:55:06 am**

Nope, amount of pictures are fine. I usually just use the spoiler tag for excessively large pictures.

Also, did I just punch through that goblins skull with my bare hands?!

Badass Overlord indeed, considering I probably still have a shattered shoulder. We'll have to order gypsum powder at some point. I forgot to thanks to goblin shenanigans.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 07, 2011, 12:27:22 pm**

Yeah, a sword may have been helpful during that skirmish. We need to stop assigning training weapons unless we build a colliseum.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 08, 2011, 06:23:26 am**

[Spoiler](#) (click to show/hide)  
I'm currently having a bit of trouble with setting up the goblin dump trap.  
I've designated a pit for all of the goblins to be thrown down and I've placed all of the goblin cages near the pit.  
I have also constructed an extra lever controlled hatch door to cover the dumped goblins so that the dwarves won't get scared away.  
At first goblin dumping went well, but after dumping half of the goblins down, my dwarves just won't dump goblins anymore.  
I've even locked a guy in the dumping room, but he never even tries to grab a goblin out of its cage.  
I don't even get the interrupted by goblin message, my dwarves just don't even try.

And now I just have no idea how to squeeze the rest of them gobbos into the release pit.  
[Spoiler](#) (click to show/hide)  
Everything's getting really buggy too. Some of the dwarfs would rather dump a stone into a dumping zone half way across the map rather than on the convenient spot i placed 5 tiles away.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **robfd** on **July 08, 2011, 10:33:32 am**

It's the insanity, it's creeping in... You... must... mine... more precious candy! Armok demands it, it would seem.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **kerlc** on **July 08, 2011, 12:56:57 pm**

the pit is full. i guess.

just flush it with magma.

or make another one.

about the dumpig sites...that's just DF for you. it does that to me all the time.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 08, 2011, 04:54:16 pm**

Quote from: noodle0117 on July 08, 2011, 06:23:26 am

[Spoiler](#) (click to show/hide)

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And now I just have no idea how to squeeze the rest of them gobbos into the release pit.

[Spoiler](#) (click to show/hide)

Everything's getting really buggy too. Some of the dwarfs would rather dump a stone into a dumping zone half way across the map rather than on the convenient spot i placed 5 tiles away.

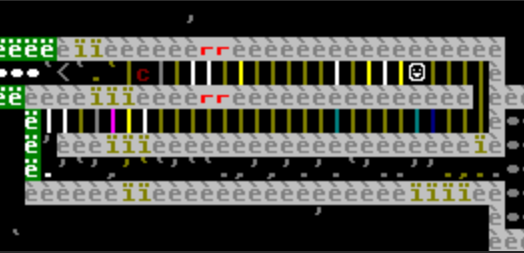
Stockpile/dumping/task priority is partly based on the order in which tasks were assigned, which can cause strange behavior if you don't remember in what order you assigned things. It's better to only have one acting dumping site.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 09, 2011, 04:22:43 am**

**Late Autumn**

It is finished at last.

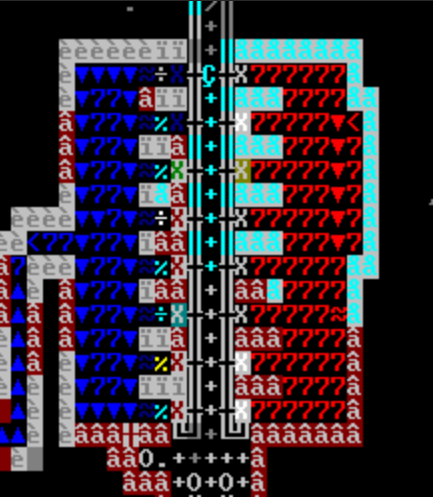
The cave-in traps



The automated spike death field.



The prisoner arena with the goblins held above. (I even added hands!)

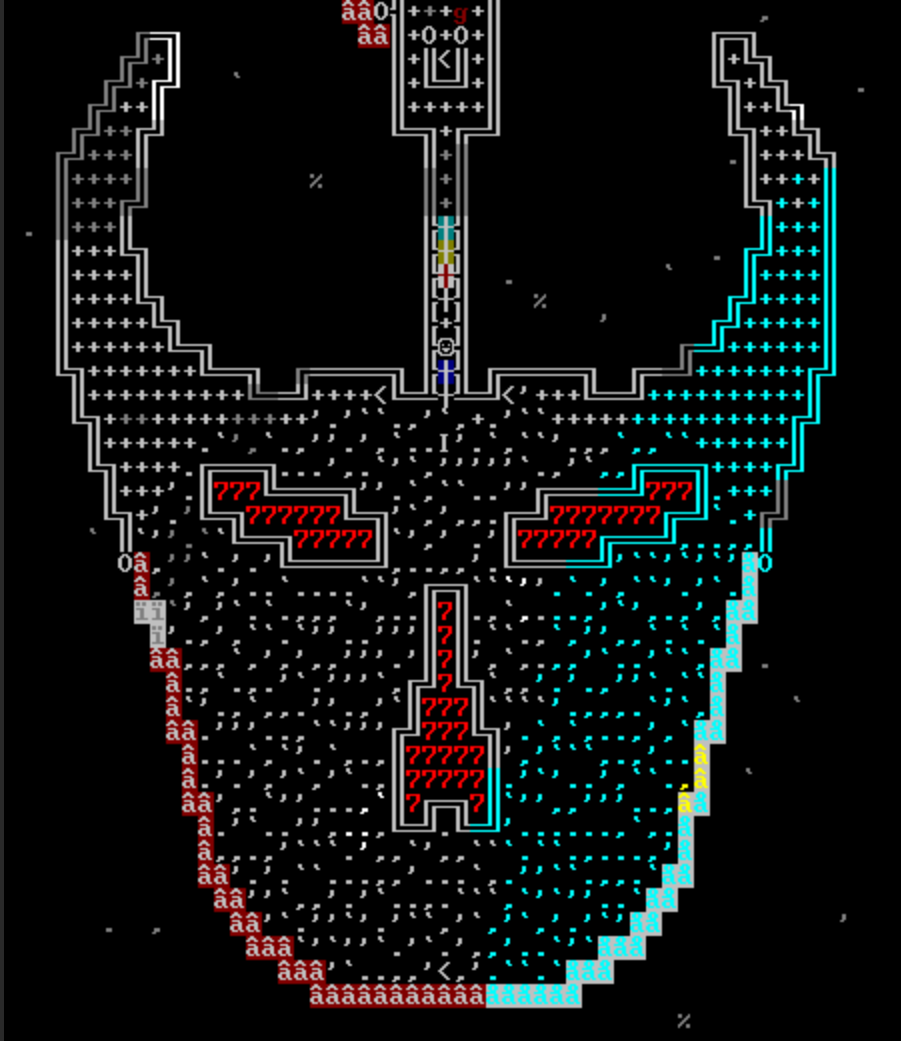


And finally, the Obsidianizer.

Nine months of hard work, careful calculations, and painstaking labor will be put to the test once I give the final order to dig the last square.  
All arms are ready, all provisions are stocked, all mechanisms locked in place, and absolutely no turning back.

"But why overseer? Why do we have to make all these things? Why do you have to push us so hard? Why do we have to dig to these depths? Why can't we all just keep to ourselves and stay safe?"  
"Why? Because this is our job, this is our duty, because this..."

~~~~~



"Is Hell Fucking Deathgate."

Spoiler (click to show/hide)  
(and yes, shall the Obsidianizer fail, this will be the last place where we shall fight.)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 09, 2011, 05:15:01 am**

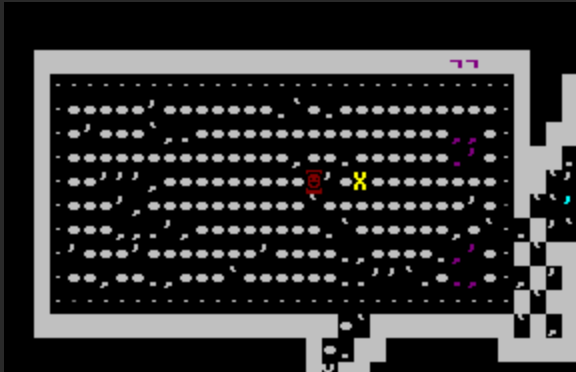
This is dwarfy. Very, very dwarfy.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 09, 2011, 05:43:44 am**

A Little Side Story of the Events in the fort...

Dear Dwarven Diary,

Though I like to pride myself as the greatest dwarven mechanic in the fort, I still make mistakes every now and then. Although underlings don't know about it, I think I might've accidentally killed off a few of our people due to careless mistakes. Still remember how little Zulban disappeared and was never found again in the fort?



Yeah, I think that might've been my fault when I failed to teach the children how to remove floorboards in the right way.

Oh and then there was that accidental cave in incident during summer when I ordered too many channels to be dug. Luckily no one died, although many of the dwarves say they still remember the horrible choking taste of cave dust.

Hmm, what else was there? Oh of course, there was also that flooding accident that occurred right after I finished the Obsidianizer.



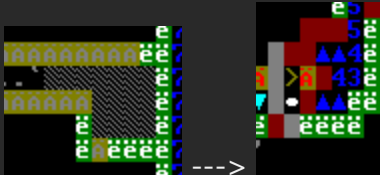
Being the mechanical genius that I am (or at least most of the time...), I knew that using an aquifer supply would cause some pressure problems, so I designated an excess water disposal channel which would let the extra water flow to the outside river. Well fate apparently must've thought it funny to play a joke that time, cuz before I knew it, the drainage was already chest high full of extra water.



I think it must've happened when it got a bit too cold outside and ice began to block the passageways. Anyways, that incident literally had the entire fort panicking. The miners tried digging out an extra drainage chamber, but the water kept on falling and filling up whatever holes they tried to dig out. One of the haulers thought he could stuff up the water flow with a door, which at first seemed like a great idea...



if it wasn't for the fact that he could barely swim. But anyways it was just madness. Everyone had buckets in their hands as they tried to keep the fort from flooding. At least two dozen dwarves were trying to "dig" the water out, only to find out that it kept on freezing up the moment it got outside. Some of the masons tried filling up the leak with stones, but of course with the waterlogged ground, they couldn't really get anywhere. And then suddenly...



Some insane miner tried collapsing the roof and the entire upper layer of stone right into the aquifer inlet itself, and by god it actually worked! The place is still a mess with all of the water and dirt that has piled up, but at least the aquifer stopped flowing.

Ah, what a career, good thing I'm retiring soon because this overseer stuff is just way too nerve wracking for me.

/end diary

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 09, 2011, 10:30:04 am**

Obsidianizer. Just like the ice factory.  
  
Breach. Circus. Now.  
  
Don't forget to station the militia though.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 09, 2011, 02:39:52 pm**

Um... speakng of failsafes... do we have any artifact doors?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 09, 2011, 02:53:06 pm**

Quote from: wlerin on July 09, 2011, 02:39:52 pm  
Um... speakng of failsafes... do we have any artifact doors?

I am in favor of a master failsafe.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Ahra** on **July 09, 2011, 04:37:40 pm**

or floodgates/hatch covers?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Tirunus** on **July 09, 2011, 05:08:56 pm**

Name:Captain Brunon Von Stoven III  
Job Name: pirate  
Profession:anything  
  
Hope to be sailing with ye.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 09, 2011, 08:54:07 pm**

hope you don't mind if I make you a deck swabber (aka stone hauler)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ztyler** on **July 09, 2011, 11:58:36 pm**

Name: Atomic Avocado  
Job Name: Head Avocado  
Profession: Farmer/Swordsdorf

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 10, 2011, 01:05:30 am**

Okay, I want a dwarf. Make me the designated miner to breach the cane.



I don't care about my base profession, but preferably I'd be a legendary miner so I have a chance to fend off the first few clowns.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 10, 2011, 01:16:15 am**

Quote from: Conan on July 10, 2011, 01:05:30 am

Okay, I want a dwarf. Make me the designated miner to breach the cane.

I don't care about my base profession, but preferably I'd be a legendary miner so I have a chance to fend off the first few clowns.

You got it sir, and your dwarf will be forever commemorated for it.

Shall i include a most elaborate description of how you die once you do so?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 10, 2011, 01:27:03 am**

note: I might need a bit more time getting the update up, since my computer literally crashed from the sheer amounts of gore, death, and dwarven engineering awesome.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 10, 2011, 11:08:28 am**

Quote from: noodle0117 on July 10, 2011, 01:27:03 am

note: I might need a bit more time getting the update up, since my computer literally crashed from the sheer amounts of gore, death, and dwarven engineering awesome.

...sounds promising. Hope it doesn't take too long to post the carnage!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 10, 2011, 12:54:44 pm**

Quote from: noodle0117 on July 10, 2011, 01:16:15 am

Quote from: Conan on July 10, 2011, 01:05:30 am

Okay, I want a dwarf. Make me the designated miner to breach the cane.

I don't care about my base profession, but preferably I'd be a legendary miner so I have a chance to fend off the first few clowns.

You got it sir, and your dwarf will be forever commemorated for it.

Shall i include a most elaborate description of how you die once you do so?

Such it shall be. I duly accept this gracious offer.

oh god all that gore for the crash = sheer amounts of epic win.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 10, 2011, 06:11:40 pm**

Quote from: noodle0117 on July 10, 2011, 01:27:03 am

note: I might need a bit more time getting the update up, since my computer literally crashed from the sheer amounts of gore, death, and dwarven engineering awesome.

I'm totally putting that on the first post.

Also, this sounds so damn epic. I hope we live!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 10, 2011, 08:04:06 pm**

Holy crap can you at the very least break the suspense with a post on how far you are? I really want to see something.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 10, 2011, 09:34:51 pm**

Warning: Image heavy post below

Recent fort changes have apparently made some of the dwarves act in strange manners.

One swordsdwarf decided to change his name to Jjgamor. He has made one kill so far.

One dwarf comes into my office claiming that he was once the captain of a crew of pirates and that he will now only refer to himself as Captain Brunon Von Stoven III.

Looking at his general appearance, I found this doubtful, but decided to still give him a nice little "piratey" job. The deck swabber!

My subordinate mechanic also suddenly decided to change his name to Jamesadelong. He says he will bring neo classical sanity to the fort whatever that means.

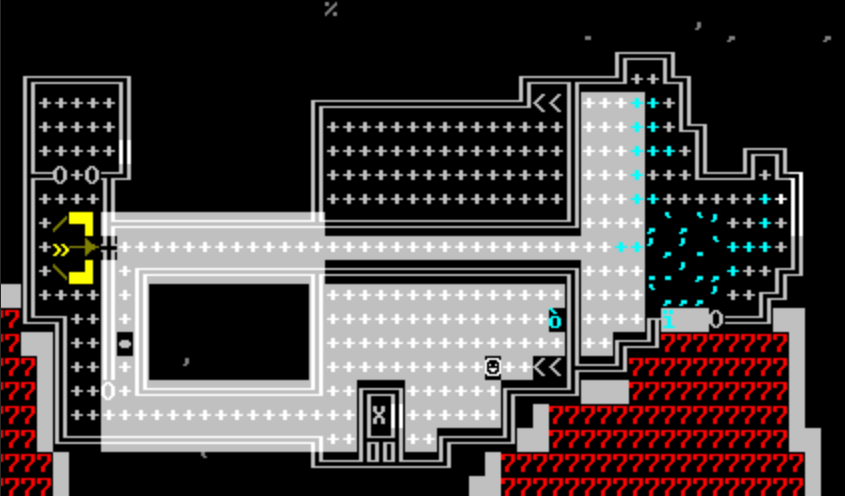
And finally one particularly weird dwarf came up and started calling himself the "Atomic Avocado"

I don't even know what an avocado is, although judging from his strong and rarely sick body and farmer's job, I assume they must be some kind of vegetable good for one's health.

-----

But anyways, with everything in their place, all that's left to do is to dig out the last square. Naturally no one would do so even when threatened with the prospect of being forbidden from drinking any alcohol for a month, until one little dwarf from a distance cried out "I'll do it!"

Conan was her name, a rather unusual name, but with the events happening around lately, I guess it shouldn't be anything abnormal. Conan was extremely strong, although somewhat clumsy, and she had a very good sense for relationships which worried me that her death might greatly demoralize the rest of the fort. But still, with no one else volunteering, I gave her permission to go.



Slowly, she makes her way to the bottom of the fort.

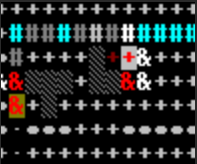


Although her voice was calm, we could see the nervousness in her eyes as her pick continuously slipped out of her hands despite her status as a legendary miner, but eventually, she gets a good swing, and with a single resounding \*tink\* the entire fort held its breath as the floor beneath her crumbled to reveal what was unmistakably the beginning of Hell itself.

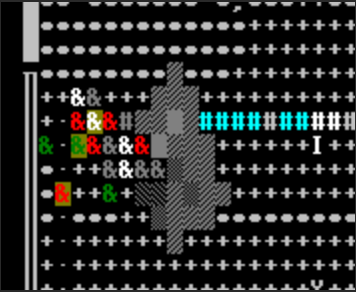
You have discovered an eerie cavern. The air above the dark stone floor is alive with vortices of purple light and dark, boiling clouds. Seemingly bottomless glowing pits mark the surface.

Press **Enter** to close window

Terrifying screams echoed through the air. Conan, in her panic, dared not look back as she dashed for the stairs, but before she managed to reach the doors, a massive hail of fire shot forth and in the wink of an eye, she was incinerated.



Her death however, shall not go unavenged.



The demons, occupied in their senseless destruction of some nearby floor grates, were completely oblivious to the nearby support which trembled for a moment before collapsing under the weight of an entire ceiling.



Top



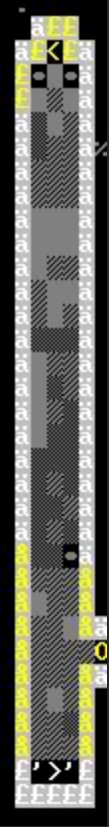
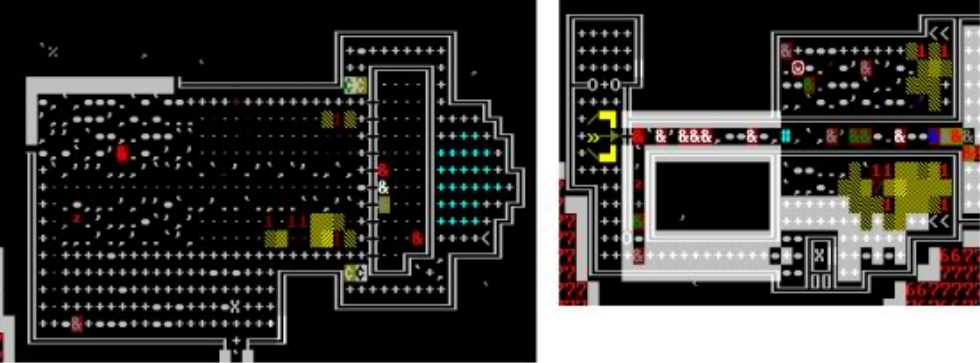
Bottom

A massive explosion like shockwave resounded throughout the fort as the entire first wave of the demonic army found itself buried under more than a metric kiloton of earth and stone. Observers state that nearly sixty demons were crushed beneath that ceiling, which brings high hopes for the fight to come.

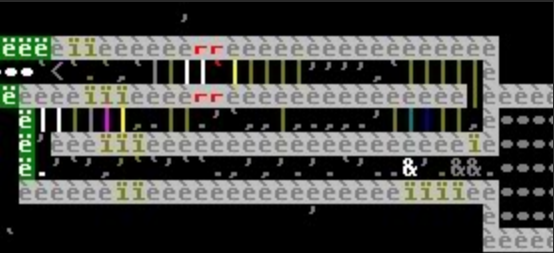
The demons of course, were unphased by these losses as they continued their non-tiring advance further into the fort.

[Spoiler](#) (click to show/hide)

Aftermath of explosion



The second cave-in trap went off which sent yet another massive quake rocking the earth. Whether it was because of poor design or just simply bad luck, only one creature died while all the other monsters were either above the trap or to the side.



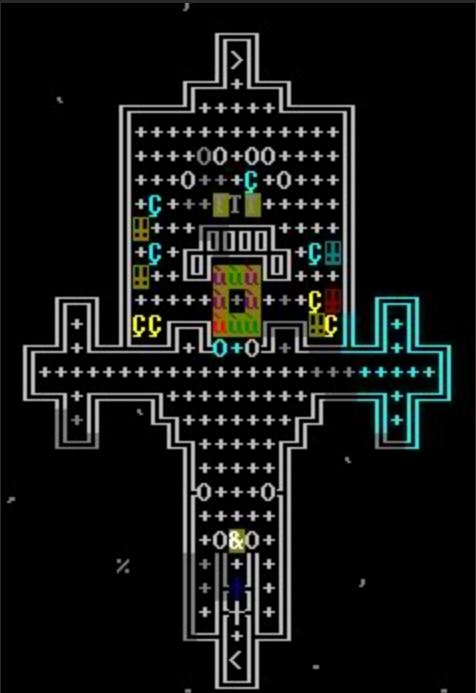
Nevertheless, I still have hope for they have yet to pass our good olâ€™™ spike field of death. Though the demons were known to possess nearly indwarven levels of agility, they advanced slowly, almost cautiously, towards the field of spikes.



One particularly hasty spectre charged straight into the hallway, only to find itself skewered into pieces and its innards flying apart as a phalanx of menacing spikes impaled its body and wings. A fire monster also got impaled which subsequently made it burst into flames. Demon parts flew everywhere and demon corpses strewed the ground. One particularly resilient inferno creature managed to survive three direct hit spikes, but not without losing three of its legs in the process. But still, a few lucky ones did manage to make it through in one piece.



Only a fraction of the already heavily dwindled demon forces remained, with many of them having lost body parts and the like. The few that could still walk/fly/hover advanced onward into the prisoner arena.



All it took was a pull of a lever as the demons had suddenly found themselves buried under a pile of trolls and goblins alike. All that was left to do now was just to sit back, watch the show, and eat avocado flavored popcorn made from the Atomic Avocado himself.



Immediately, the demons reacted by spewing flame and fire upon their newly entered combatants. The goblins, though armed and numerous, were swung aside like ragdolls by the demonsâ€™ terrifying assault.

[Spoiler \(click to show/hide\)](#)

```
spider silk cloak>>!  
The Inferno Monster breathes fire!  
The Inferno Monster kicks The Goblin Crossbowman in the left foot with  
her right rear foot, bruising the muscle through the <<giant cave spider  
silk shoe>>!  
The Inferno Monster breathes fire!  
The Inferno Monster breathes fire!  
The Inferno Monster breathes fire!  
The Inferno Monster kicks The Goblin Hammerman in the second finger, left  
hand with her right rear foot, shattering the bone through the <<troll  
fur left glove>>!  
The Inferno Monster breathes fire!  
The Inferno Monster kicks The Goblin Hammerman in the left upper arm with  
her right rear foot, bruising the muscle through the <<troll fur cloak>>!  
The Inferno Monster strikes at The Goblin Hammerman but the shot is  
blocked!  
The Goblin Hammerman counterstrikes!  
The Goblin Hammerman misses The Inferno Monster!  
The Inferno Monster strikes at The Goblin Hammerman but the shot is  
blocked!  
The Goblin Hammerman counterstrikes!  
The Goblin Hammerman misses The Inferno Monster!  
The Inferno Monster breathes fire!  
The Inferno Monster kicks The Goblin Hammerman in the left upper leg with  
her right rear foot, bruising the muscle through the <<troll fur cloak>>!  
The Inferno Monster kicks The Goblin Hammerman in the left lower arm with  
her right rear foot, bruising the muscle through the <<troll fur cloak>>!  
The Inferno Monster kicks The Goblin Crossbowman in the lower lip with  
her right rear foot, bruising the muscle through the <<troll fur cloak>>!  
The Inferno Monster kicks The Goblin Hammerman in the head with her right  
rear foot, but the attack is deflected by The Goblin Hammerman's  
<<copper helm>>!  
The Inferno Monster kicks The Goblin Crossbowman in the right lower leg  
with her right rear foot, bruising the muscle through the <<troll fur  
trousers>>!  
The Goblin Crossbowman misses The Inferno Monster!  
The Goblin Crossbowman misses The Inferno Monster!  
The Inferno Monster kicks The Goblin Crossbowman in the left hand with  
her right rear foot, bruising the muscle through the <<troll fur left  
glove>>!  
The Inferno Monster kicks The Goblin Maceman in the head with her right  
rear foot, but the attack is deflected by The Goblin Maceman's <<copper  
helm>>!  
The Inferno Monster is caught in a burst of boiling magma!  
The Inferno Monster kicks The Goblin Maceman in the head with her right  
rear foot, but the attack is deflected by The Goblin Maceman's <<copper  
helm>>!
```

The Inferno Monster from earlier on who lost 3 of her 4 limbs was still kicking and firing with whatever he still had.

[Spoiler \(click to show/hide\)](#)



[illegible]

One particularly gruesome and demonic way of slaughtering was seen when a winged monster strangled a goblin crossbowman to an inch of his life before engulfing his face in a massive ball of fire.

**Spoiler (click to show/hide)**

The Specter Of Steam jumps away from The spinning \*menacing oaken spike\*!  
The Specter Of Steam pushes The Goblin Crossbowman in the right hand, but the attack is deflected by The Goblin Crossbowman's <<cave spider silk right glove>>!  
The flying <<iron bolt>> misses The Specter Of Steam!  
The Specter Of Steam pushes The Goblin Crossbowman in the right upper leg, but the attack is deflected by The Goblin Crossbowman's <<elk bird leather cloak>>!  
The Specter Of Steam pushes The Goblin Crossbowman in the upper body, but the attack is deflected by The Goblin Crossbowman's <<elk bird leather cloak>>!  
The Specter Of Steam pushes The Goblin Crossbowman in the left upper arm, but the attack is deflected by The Goblin Crossbowman's <<elk bird leather cloak>>!  
The Specter Of Steam stands up.  
The Specter Of Steam pushes The Goblin Hammerman in the right hand, but the attack is deflected by The Goblin Hammerman's <<giant bat leather right glove>>!  
The Goblin Hammerman misses The Specter Of Steam!  
The Specter Of Steam strikes at The Goblin Hammerman but the shot is blocked!  
The Goblin Hammerman counterstrikes!  
The Goblin Hammerman misses The Specter Of Steam!  
The Specter Of Steam is caught in a burst of steam!  
The Goblin Hammerman bashes The Specter Of Steam in the left wing with her <copper war hammer> and the severed part sails off in an arc!  
The Specter Of Steam pushes The Goblin Hammerman in the right upper leg, but the attack is deflected by The Goblin Hammerman's <<turkey leather cloak>>!  
The Specter Of Steam is caught in a burst of steam!  
The Goblin Hammerman bashes The Specter Of Steam in the body with her <copper war hammer>, breaking away the tissue!

But still, the goblins fought back with what they could. Their blows, though small and weak in comparison, were done with just as much determination, and with many many more hands.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Spoiler (click to show/hide)



Blood and corpses peppered the arena as combatants from both sides began to fall. Massive carnage consumed the arena in an orgy of fire, flying body parts, and desperate goblin screams. None of the prisoners would live to see another day.

-----



One monster manages to make it out of the prisoner arena and the order to activate the Obsidianizer is given.



The obsidianizer floodsâ€™!



And apparently hasnâ€™t solidified correctly due to what I believe must be pressure imbalances, but anyways it now blocks off access from the demon grounds to our grounds. All that is needed to reopen access is a pickaxe.



Dozens of goblins dead, hundreds of demons either crushed or impaled, and only a single dwarf sacrificed to do so.

Deathgate has never seen a finer day.



media fire upload (<http://www.mediafire.com/?z7rzn8jlv0xozx9>)

Oh Armok, the EPICNESS.

Werlin is going to have fun building a fortress in hell.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Roboboy33** on **July 10, 2011, 10:50:31 pm**

one word: DWARF

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 10, 2011, 11:26:01 pm**

I can't seem to upload deathgate.rar to DFFD.  
Which other file host would be good?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 11, 2011, 12:30:11 am**

Rapidshare, Megaupload, Depositfiles, etc  
  
Megaupload is what I recommend.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 11, 2011, 01:44:40 am**

Have the save but it's late. I'll start on it tomorrow after class.  
  
This is going to be fun.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 11, 2011, 03:47:08 am**

God damn noodle. Only 8 demons are alive in Deathgate after all that.  
  
Unfortunately it seems there going out through the volcano, so Werlin you'll want to be prepared when they start flying in through airvents.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 11, 2011, 03:49:32 am**

Yay the title page!  
  
edit: now that I looked closely, I noticed that the demon arena's west eye is a bit smaller than its east eye.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 11, 2011, 05:06:18 am**

Hey, who said demons had to have symmetrical eyes? In fact, if **I** were a demon, I'd have completely mismatched eyes to completely confuse, scare, and weird out my opponent...right before I fireball their face, of course.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 11, 2011, 10:15:28 am**

[redacted]

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 11, 2011, 03:42:57 pm**

Holy Armok.  
  
This *NEEDS* to go into the hall of legends. This is the first time a fortress has breached hell and is ready to build a fortress within it!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 11, 2011, 03:59:16 pm**

theirs ben many times that hell has been colonised.  
  
when we move all functions down their so that we can live independantly of the surface, then itll be worthy of going into the hall of legends.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 11, 2011, 04:32:52 pm**

This may be a first for a succession game though. Although I can't that for certain.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 11, 2011, 04:56:34 pm**

But first things first.  
We gotta colonize it somehow.  
Successfully.  
  
I mostly just don't know how we're going to get down there.  
I mean its a near vertical drop downwards and I'm not completely sure, but I think dwarves aren't capable of building constructions and staircases underneath them.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 11, 2011, 04:57:44 pm**

stairway under stairway. it works.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 11, 2011, 05:00:24 pm**

Oh, then that simplifies everything!  
I wish I knew so earlier since that would have made stemming up the obsidianizer's water flow so much easier...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Conan** on **July 11, 2011, 05:09:18 pm**

lolfail  
  
just make sure they're not attacked, last thing you need is dwarves dropping off the stairpillar like flies.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 11, 2011, 05:13:33 pm**

after the initial 50 or 60. theirs a nice window of oppotunity. you can easly build down fast if you have a dedicated mason team. just reach bottom, focus on walling in the stairwell, then when theirs no deamons or youve got to bottom and all is fortified, then you can start expanding. i suggest planning way way ahead with use via notes and get the fort built propperly, spaced out, etc and in block chunks. because eventualy you will get deamons that come that can screw your millatery guys over so youll need room for ranged troops and youll need contingency upon contingency etc. least a simple hatch can seal off the stair well.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 11, 2011, 09:19:36 pm**

If I have the time I'm going to drop an obsidian column down into hell.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 12, 2011, 02:12:55 am**

single use dugout stone column or magma+water formed obsidian column?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 12, 2011, 03:53:37 am**

Ideally the latter. We'll see if I can get it to form from the ground up, else I may have to collapse a few stalactites.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Algeroth** on **July 12, 2011, 05:38:11 am**

Epic dwarwen epicness!  
  

Quote from: noodle0117 on July 10, 2011, 09:34:51 pm

Warning:  
All it took was a pull of a lever as the demons had suddenly found themselves buried under a pile of trolls and goblins alike. All that was left to do now was just to sit back, watch the show, and **eat avocado flavored popcorn made from the Atomic Avocado himself.**

But, but...this is Elfish!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 12, 2011, 07:16:47 am**

But.. but...  
  
Should I cross that line out?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 12, 2011, 07:23:27 am**

Nay, these are dwarven avocados. They're hard as rock and can be used as catapult ammo. They also taste something like mandril brains.  
  
So the popcorn tastes like mandril brains. We all know that's dwarfy.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 12, 2011, 12:16:13 pm**

Quote from: Algeroth on July 12, 2011, 05:38:11 am

Epic dwarwen epicness!  
  

Quote from: noodle0117 on July 10, 2011, 09:34:51 pm

Warning:  
All it took was a pull of a lever as the demons had suddenly found themselves buried under a pile of trolls and goblins alike. All that was left to do now was just to sit back, watch the show, and **eat avocado flavored popcorn made from the Atomic Avocado himself.**

But, but...this is Elfish!

Silly elf, avocados are for dwarves. They'd kill you if you tried to eat one.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 12, 2011, 01:04:23 pm**

correction: allowing yourself to die without killing as many as possible is elfish.  
engenearing a demonic death trap is very dwarfy.



resetting these traps for future seiges from the surface after weve built the hell fort will be bonus points.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Narqulie** on **July 12, 2011, 04:13:18 pm**

Noodles, I salute you, that was truly one of the more epic tales of DF I've seen!

Let's get this hell colonized muhfruggah!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 13, 2011, 11:14:48 pm**

So wlerin, any progress on the fort?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 14, 2011, 04:43:40 pm**

Eh, sorry, this thing happened (<http://www.amazon.com/Dance-Dragons-Song-Fire-Book/dp/0553801473/>) and I haven't spent much time on it.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 14, 2011, 11:39:50 pm**

Quote from: wlerin on July 14, 2011, 04:43:40 pm

Eh, sorry, this thing happened (<http://www.amazon.com/Dance-Dragons-Song-Fire-Book/dp/0553801473/>) and I haven't spent much time on it.

A Dance With Dragons; A Song of Ice and Fire?

What's the book about?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **tryrar** on **July 15, 2011, 03:22:34 am**

George RR Martin: UGH. I could never get past the first half of *A Game of Thrones* without throwing in the towel

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 15, 2011, 07:33:25 pm**

5th in a series, fantasy, though so far the fantasy elements have been pretty subdued. It's mostly just an alternate world, w/ alliances, betrayal, and stuff. And dragons. There are dragons.

The fantastic elements have been picking up the pace in the last few books though.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Dariush** on **July 16, 2011, 02:42:32 am**

Also it's the best series ever written. *Ever*.

Now let's get back to breaching Hell.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 17, 2011, 04:47:11 pm**

Alright, it's been almost a week without a single post.

Wlerin, you have until the 18th to make a post for your turn. Otherwise you'll be skipped.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 18, 2011, 03:24:16 am**

wlerin pm'd me a moment ago and decided to skip his turn due to irl issues.

Blade Master Model 42 is up

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 18, 2011, 11:38:50 am**

Alrighty then, I'll start up tonight.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 18, 2011, 12:14:51 pm**

Sorry about that everyone, I really wanted to get back into Deathgate. I kept telling myself I'd have time the next day, but it never happened.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Karakzon** on **July 18, 2011, 02:48:42 pm**

we have time, do not worry. :)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 19, 2011, 10:23:55 am**

We have a world of time.  
Unfortunately we don't have many reserves, Deathgate needs moar dorfs. Because Armok knows the circus is going to be the final resting place for dozens of Deathgate's ~~worthless peons~~ finest sons.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 19, 2011, 11:59:03 am**

*A small engraving tucked away in the bedroom of Blade Master, the axe dwarf...*

1st Granite 751: I am free from my torment. For ten years, the adamantine sung to me, calling me to pull it from the ground. Now, we have released hell itself, and the call is silent, and cold. My armor no longer speaks to me, pleading to make use of it's brothers and sisters yet buried within the rock. I am free.

I see once again that Deathgate is without a leader. No doubt that even in this time of great need, I would be rejected for my past madness.

It matters not. I have learned much in my time at Deathgate. I will stand by and watch as some useless sack of fat is appointed, then personally steer him to the glory of Deathgate. I plan to conquer hell itself, and take its riches for the glory of all dwarfkind.

I must keep a journal of my thoughts, in case the demons attempt to toy with my mind again. I must, *must* make sure that does not happen. This fortress is counting on me now. Or it will, soon enough. My first duty must be to properly allocate our resources...

EDIT: Hey, wait a second, we have lava with a dusting of snow! Did someone axe the temperature?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 19, 2011, 05:49:25 pm**

Nope, that's just the Deathgate Madness warping reality itself. We call the madness Terry and scold him whenever reality breaks.

Bad Terry, bad!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 19, 2011, 07:51:54 pm**

Quote from: Blade Master Model 42 on July 19, 2011, 11:59:03 am

Hey, wait a second, we have lava with a dusting of snow! Did someone axe the temperature?

\*turns the other way and starts whistling\*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 19, 2011, 08:57:46 pm**

Quote from: noodle0117 on July 19, 2011, 07:51:54 pm

Quote from: Blade Master Model 42 on July 19, 2011, 11:59:03 am

Hey, wait a second, we have lava with a dusting of snow! Did someone axe the temperature?

\*turns the other way and starts whistling\*



Anyway... Things sure have changed since my last turn. I'm not sure what I should be doing, other than training up the sons of Deathgate. I think I might trap the outdoors, just for the hell of it. It'd keep the gobbos off our backs.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 20, 2011, 12:14:44 am**

You should be colonizing hell!

We need a walled off staircase to the bottom and a demon proof gate that will let us expand our foothold down there.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 20, 2011, 01:53:28 am**

Hm... I could do that. I'm devising an airlock system before proceeding into hell though. Okay then, I have an objective for all those poor, unemployed miners. Fantastic.

*The following was found on an engraved slab, hidden in the bedroom of Blade Master, the axedwarf...*

15 Granite, 761: Two weeks into my plan to rule Deathgate once again, and I have the total confidence of the current Overseer. Deathgate is a solidly founded community now, and dwarves that settle here quickly fall into a routine, mostly of drinking and eating, and only occasionally plying any kind of craft. I aim to bring this fortress back to the days of its beginning, when every dwarf pulled together, and created this fortress from nothing. We may not be invincible, but, one day, we shall be. I have advised that we begin producing cages once again, to line the entrance way. Let the goblins come. We will cage them, and each dwarf shall fight a stripped goblin prisoner, to teach them true combat skills. The gods know we need them. I also plan to extensively trap the surrounding surface, to keep our hunters and other surface workers safe.

The engravers complained that they lacked work, so I gave them a few short jobs in the Overseer's stead.

16 Granite, 761: Unbelievable. The Overseer was pulled away by one of the previous Overseer's clerks today. When he returned, he told me he had just discovered the true mission behind Deathgate. Apparently, the purpose of this accursed hole was always to breach hell

and claim it for Dwarf-kind. We've even pierced hell itself, and through a devious use of traps and controlled cave-ins, a large demonic force was crushed.

*No one knows.* I don't know what is more infuriating. That I was not told when I was made Overseer nearly a decade ago, or that almost no one in Deathgate knows either. Or, perhaps even more maddening, is that this is almost certainly the reason I was struck with adamantine madness. It was the will of those demonic creatures that I release them from their prison. That they would think to use me as their tool is insulting.

I will complete the mission. Hell will belong to the dwarfs. The bastards brought it on themselves. I have begun plans to safely deposit soldiers and masons into the deep pits. Soon, work will begin.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 21, 2011, 12:09:29 am**

*The following was found engraved on a slab, hidden in the bedroom of Blade Master, the axe dwarf...*

28th Granite, 761: The unthinkable has occurred. A steam demon has been sighted *on the surface!* If I had to guess, I'd say the demon made his way up through the volcano after leaving the confines of the underworld. I'll have to devise some method to cap it. For now, it wanders aimlessly, far from the dwarves. I will leave it, for now. Maybe it'll greet the next pack of goblins. The dwarf who reported the sighting has been sworn to secrecy, but I fear that I will have to bear the burden of revealing our agenda to the population.

In the meantime, I have begun to dig an alternate shaft to what remains of the spire. When we are close, I will have a system of bridges built, creating a locking system, thus neatly keeping demons out of the Fortress ( at least from that entrance, since demons are already escaping to the surface.) I must admit, the idea seems a little superfluous at this point.

My plan is simple and elegant. We shall stockpile building materials inside the locking system, then move a masonry team down into it, escorted by Deathgate's finest sons. Then, the masonry/military team will descend into the depths, and build walls out from the site of the spire. If all goes according to plan (doubtful) I can have a throne room in hell before the year ends.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 21, 2011, 02:45:35 am**

After looking back at the fort from my save, I realized the only reason the demons are escaping from the volcano is because I accidentally punched a hole to the magma sea during that first cave-in.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 21, 2011, 05:22:44 am**

Once the surface demons have been taken care of, you can probably designate the top of the volcano as a "Pool" and have a bucket brigade fill it with water. It'll cap the top of the volcano up rather quickly, I'd assume.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 21, 2011, 09:29:20 am**

I believe I heard once that water from a bucket isn't enough to make obsidian. I'm probably going to make some kind of suspended pool, then drop the thing.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **wlerin** on **July 21, 2011, 05:17:47 pm**

Can you use the water and magma from the obsidian trap that noodle put together? or is that too volatile?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Grath** on **July 21, 2011, 06:10:38 pm**

Quote from: Blade Master Model 42 on July 21, 2011, 09:29:20 am  
I believe I heard once that water from a bucket isn't enough to make obsidian. I'm probably going to make some kind of suspended pool, then drop the thing.

It is enough, but it has to drop at least one z-level through air to work (as of ~40d era)

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 21, 2011, 07:45:34 pm**

Or someone could just make a giant water pump with all the excess power from the Batterey

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 21, 2011, 08:00:48 pm**

~~Gah, escapees are tearing up the batterey level. I may not be able to get this under control. I'll do my best to keep the fort intact, but no promises at this point.~~

~~The following was found hastily chiseled into a corner wall in the bedroom of Blade Master, the Axedwarf...~~

~~8th Slate, 761: A red demon has made his way into the fortress, and it's killing off dwarves fast. As of the most recent messenger, we'd lost a thresher and cook. The rest of the population has panicked, with dwarves abandoning their jobs to hide from the demons. I must find a way to put an end to this.~~

~~This puts me in the perfect position to assume leadership of Deathgate. I will not let this crisis go to waste. I will first dispatch the military, then send a team of masens to floor over the top of the volcano. An impermanent solution, I would guess, but until I can cap it with fresh obsidian... It'll have to do.~~

Horse shit. DF crashed just as the military got to the bastard. This update is now invalid.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 22, 2011, 01:57:15 pm**

*The following was found engraved on a hidden slab within the bedroom of Blade Master, the axe dwarf...*

8th Slate, 761: A demon was parading around outside the fort. I dispatched the military to slay it. As well equipped as we are, we only managed to slay it through force of numbers. It was powerful, and it breathed fire, as though it were a dragon. Absolutely horrifying. We

lost two militia dwarves and a mason.

I've dispatched a masonry team to seal the volcano. It'll take too long though. I want to get down to the level necessary to build my demon-lock system, and send a squad in to distract the demons from the surface, until we have time to complete the cap.

I need direct power. Nothing can be done fast enough until I get that buffoon out of the way. I'll have to devise a cunning plan...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 23, 2011, 12:04:09 am**

*The following was found engraved on a hidden slab within the bedroom of Blade Master, the Axe Dwarf...*

2nd Felsite, 761: As during my last reign, I have endeavored to put the wandering spirits of Deathgate to rest. Several dwarves, including a pair of ghost children were wandering about, despite no longer having proper bodies. I have commissioned slabs for them all.

Work on the volcano cover is going slowly. In addition to the time it takes to haul the raw materials to the site, Demons occasionally make their way up the shaft and burst out, terrifying the workers. The military knows the truth, but I have been able to convince the populace it is nothing but a few magma crabs. A scared dwarf finds little reason to disbelieve a member of the military.

My demon-lock system is also going slowly. The dwarves are constantly warning my of warm stone. I must constantly take myself away from more pressing matters in order to mandate that they proceed with the digging anyway. It's rather irritating.

The Overseer publicly gave me his complete confidence last month, and let the citizenry of Deathgate know that my commands are his. I have since been able to move things along much faster. Also, migrants arrived today. I will assign each a room (we have so many lying vacant) and keep an eye out for potential military recruits.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 23, 2011, 05:44:23 am**

If you're willing to risk losing a few masons, there is a much quicker and easier way of sealing off the volcano.



That is the opening where the demons are escaping. It is the lowest room in the fort. Pressing F4 (or was it F3?) should hotkey you there. Floor that off and things should be much easier.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 24, 2011, 01:31:20 pm**

12th of Felsite, 761: The masons sent to floor over the volcano were ambushed by goblins today. I sent the military out to handle the threat. We lost a mason before any of the squads could reach the goblins, but that was unavoidable. One of the axedwarves was also shot and killed. As if we didn't have a small enough force. Another mason, though he was not killed outright, did pass away as a direct result of the attack.

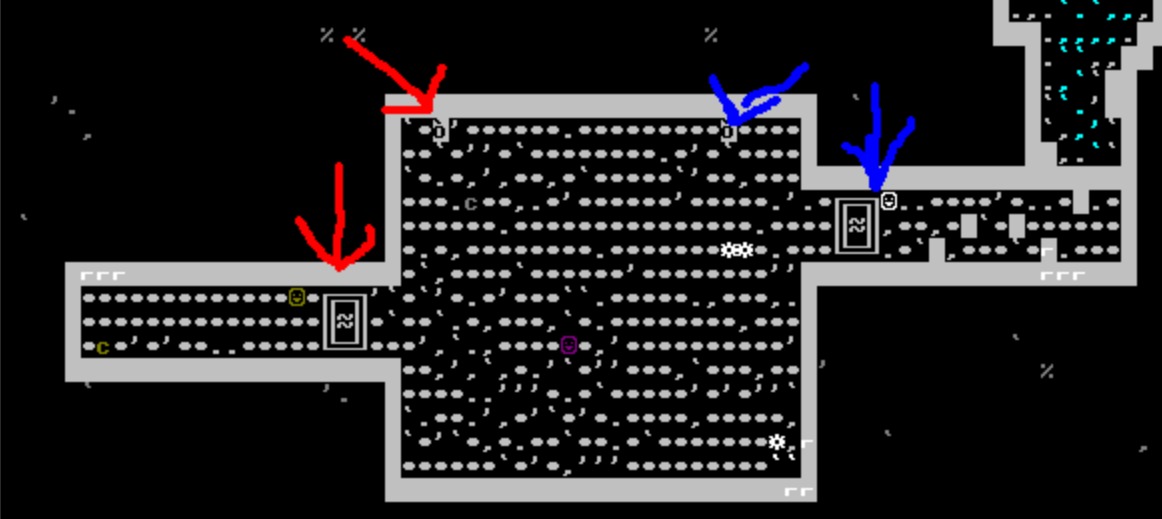
I'm still trying to get the demon-lock system underway, but the work goes slowly. I've resolved to designate mining in short bursts, and redesignate as dwarves are given the chance to see that MAGMA IS NOT AROUND EVERY CORNER FOR THE LOVE OF RUM.

Unhappiness in the military is a problem, as always. I'm having the barracks engraved. Perhaps that will cheer them up.

Addendum:Oh dearie me, another wave of ambushers. How unexpected. And of course, by unexpected I mean COMPLETELY EXPECTED. I need a drink.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 24, 2011, 02:37:02 pm**

4th Hematite, 761: The demon lock system has been dug out, finally, and is now in the secondary stage of development. I asked one of the engravers (Blissfully unaware of it's purpose) to engrave a picture of the set up for posterity.



Close enough. The levers will be linked to their corresponding bridges, such that they can only be raised or lowered if a dwarf is inside. Another demon escaped to the surface, and was, eventually, slain. I confided in one of the previous overseer's, Noodle (also the fort's token maddwarf) and asked him what he thought we should do. I was pleasantly surprised when he told me he knew where the demons were getting out, and how it could be fixed. That shall be the masonry teams primary task.

In other news, I have managed to lay all but one ghost of Deathgate to rest. Still working on that.



Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 25, 2011, 12:50:24 am**

How's the demon lock system going to work?  
Can demons destroy raised bridges?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Eoganachta** on **July 25, 2011, 08:15:16 pm**

Quote from: noodle0117 on July 25, 2011, 12:50:24 am  
How's the demon lock system going to work?  
Can demons destroy raised bridges?

If you but a channel in front of them when they'll be raised then they cannot be destroyed.

Anyway, I've finially read everything up to here. Awesome! This should go into the hall of legends or something.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Praecordia** on **July 25, 2011, 08:56:05 pm**

This is too epic. ;-; I'd compare the demon-trap to Captain Ironblood levels of awesomeness. This story will become a classic. A story that dwarven mothers tell their children. TOURISM TO HELL SHALL BECOME DEATHGATE'S NEW INDUSTRY.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 25, 2011, 11:31:06 pm**

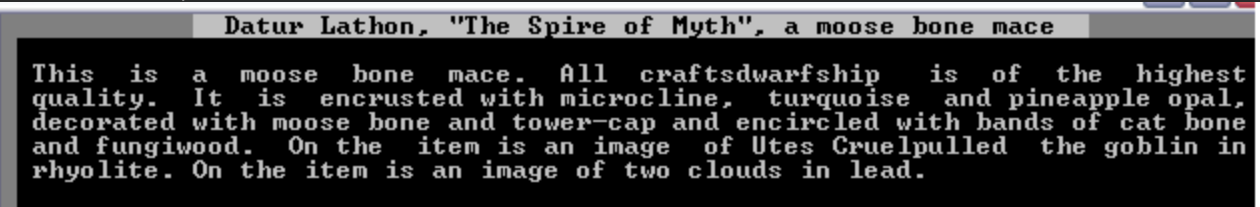
According to the wiki, my system should work. If I read it right that is. I'm going to play and update in just a bit.

22nd Hematite, 761: Work continues on the demon lock system. Slowly. Mechanics are taking a good deal of time hauling mechanisms to the site and setting them up with the levers and bridges. I am starting to get impatient. If dwarves can conquer hell, we can do anything. I personally plan to have the history of deathgate carved into the very surface of hell, just for the fun of it.

I've ordered a slew of cats and kittens butchered, as they're wandering around everyplace. It's going slow. We've had no more demon attacks, and the goblins have temporarily fallen back. I expect another attack by the end of the next month.

Also, a child has been possessed by an unearthly spirit. I sure wish they could pick an armorer or weaponsmith once in awhile.

2nd Malachite, 761:



...  
Moving on. The Volcano cap is roughly half complete. We are experiencing silence on all fronts, oddly enough. No goblin attack forces, no migrants, no demons... It's peculiar, that much is certain. The waiting is killing me. I would strike the next blow to hell, but we aren't yet ready. The western door/bridge is not yet complete, and once it is, I'll have to move down the masons, and a cache of food and drink, and the soldiers, and a miner. It will be tedious. I will be giving the militia captain sealed orders, and he will understand his duty once the western gate closes behind him.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 27, 2011, 11:03:33 pm**

26th Malachite, 761

We get another wave of migrants. I predict more deaths shortly. It seems this fortress cannot hold much more than 150 dwarves, and there are inevitable tradgedies. My only wonder is, will I cause them?

The demon lock systems primary function is operational. I don't expect a large quantity of food to be hauled down there, though I did designate a food storage area there. I am nervous about sending the masons and miners down. Corraling the dwarves into that room in the first place will be tricky, but I can do it. Still.. I wonder, is this the right course of action? I find myself hesitant to carry out our mandate, despite the demons vile attempts to control my mind long ago. Perhaps there was reason for the adamantine holding the demons in place?

I am becoming weak, I fear. It matters not. I will proceed with the plan. I will order supports built, and close the door behind the masons. The military will be waiting there. Then, one of the miners will open the way.

The time is now. For the pride of Deathgate and for all dwarves, I will set the plan into motion!

5th Galena, 761

It is done. A miner and two other dwarves were sent down with a portion of the Fortress' military. Their instructions are as follows:

1. Build a staircase down into hell.
2. Once the staircase is complete, build a bunker at its base.
3. Retreat.

Once this operation is complete, we will steadily build outward, and eventually take hell for ourselves.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **July 28, 2011, 09:16:11 pm**

Motion carried, Deathgate's new industry is tourism based.

Prepare demons for the zoo.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 29, 2011, 12:40:25 am**

Uh... Oh dear.

Don't we need GCS' for that? To web cage traps, I mean? Oh boy.

I'll do more tonight, Probably get through the rest of summer and hopefully fall.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 29, 2011, 09:35:49 am**

Where can I find the thread about the guy who breached hell and made a fort down there?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Ahra** on **July 29, 2011, 09:47:02 am**

i think its on tvtropes.

Edit: GGGGAAAHH that alot of tropes to dwarf fortress <http://www.bay12forums.com/smf/index.php?topic=65024.0>

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **davros** on **July 29, 2011, 08:11:48 pm**

Awesome fort. Also, fixed typo.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 29, 2011, 08:34:44 pm**

12th Galena, 761: Some humans have arrived to trade today. I ordered some crafts to the depot. Not that there's anything we could possibly need. This forts could run for the rest of eternity as it is, without outside influence. Might as well show a bit of neighborly enthusiasm though. Humans are pests at war. Bleh.  
I can't get any rest at all lately. I just keep thinking about the state of the team I sent down to the demon infested bottom of the fort.

I wonder how they're doing.

*Inesh Imushkamuk, Swordsdwarf's Journal, Slab One: The Overseer has given us a job to do. We are to lead a masonry team down into hell, to claim it for all dwarf-kind. I am afraid. I cannot help but think this to be folly. We will all surely die. I dare not disobey, however.*

~~

*We have been down at the bottom level of the fortress for several days now. The masonry team is painfully slow. We have begun the staircase down, but work progresses slowly. We have also almost completed the floor at the site where the mad mechanic, noodle, says the demons are creeping up through the volcano from. Best to get that closed.*

*According to the captain's orders, we will instruct the team to build a staircase straight down, and then wall it off, so flying demons can't get in without coming up the entire staircase. We will then seal the bottom, and return to Deathgate proper.*

*Another team, and another time, will continue from there. If we even survive.*

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 30, 2011, 07:05:00 am**

If the masons happen to meet any demons on their way down, post the combat logs.  
I want to see how badly they can get slaughtered.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 30, 2011, 12:45:41 pm**

You know, it's eerie. I haven't seen any demons since the last one popped up via the volcano. I'm starting to freak out a bit.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 30, 2011, 05:54:10 pm**

24th Galena, 761: The team has returned from the depths of the underworld.

Well, actually, they haven't. They never got there. They spent two weeks down there, and the masonry team only managed a short stairway. I'm a little aggravated by that. Still, they weren't a very experienced team of masons, and things still got done, so I suppose it's okay.

The volcano is now sealed off from hell. So that's good. And the stairway has been started. So that's great. However, the team didn't get very far. I need to upgrade the accommodations in the demon lock system for one thing, adding beds and tables and what not, and get some high quality food in that stockpile. Some of the soldiers had to eat uncooked cat meat. Yick.

I'll give them a break while the demon lock system is shined up, then set them back down there with a bigger team. I don't want this to take the rest of my life.

In any case, the foundation is laid. The rest will, hopefully, move swiftly.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 30, 2011, 09:24:23 pm**

20th Limestone, 761: Not up for writing a journal today, some migrants arrived. I barely care. I'm busy with preparations.

25th Limestone, 761: The second expedition has begun. I have sent more masons with the team this time, so things should move quickly. Or, more quickly in any case.  
Despite the somewhat disturbing lack of demons during the last expedition (or maybe because of it, I'm not sure anymore, I'm becoming so nervous), I sent a larger military force as well. Once the bunker is built though, we won't have to worry. I think. At least, not right away.

I've begun devising a vertical demon-lock system, once the bunker is constructed. It will allow us to expand without fear of reprisal, in theory. Much like the one I've built already. Of course, if that becomes the case, the current one won't matter much.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **July 31, 2011, 12:05:44 am**

*28th Sandstone, 761: The demons finally made there appearance during the construction of the bunker. The soldiers had gone on break, confident that the demons had all been slain, what with their absence. We lost Noodle, as well as a fishery worker who'd been enlisted to assist the construction of the bunker. Also, a long departed mason was seen, his spirit wandering hell. I will make certain the Blade*

Master is appraised of the situation. Whatever her other failings, she has always been sympathetic to the needs of the dead.

6th Timber, 761: The second expedition was a failure. We lost a pair of good dwarves down there. Worse, the bunker remains incomplete. More lives will be lost, I am certain.  
The main issue with the expeditions is the shortness of food. I will have to devote more resources to storing additional food and drink within the depths of the earth. Perhaps even finding a system with which to grow food down there.

Everyone who was sent is exhausted. Hell seems to have a draining effect on them. Or, perhaps it was the fact that they spent more than a month, hoping against hope that the demons would not find them. Or that they did. Two dwarves in their prime being burnt to cinders must be traumatizing to watch. I must say, I am glad to have never faced such a thing.

Also, the captain's report alerted me to another unmemorialized dwarf. As of this writing, the situation has been rectified.

I wonder, when I die, will I be shown the same courtesy? Or will I be one of so many wandering shades at Deathgate?

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **July 31, 2011, 08:16:07 am**

So i died?  
Again?  
Like the third or fourth time?  
  
I really am cursed.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **ouroboros** on **July 31, 2011, 02:11:09 pm**

I'd like to be dorfed, please.  
As a cook. Who likes snakes, if possible.  
Name of "Ouroboros".  
  
This is a great read, and I'm learning a lot. Thanks, guys!

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Eoganachta** on **July 31, 2011, 11:51:22 pm**

Can I be Dorfed as well, please? Name as Eoganachta and as a military dwarf like a swordsdorf or as a weapon/armoursmith. Thanks. I can't wait for the demonic counterattack.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 01, 2011, 07:57:38 pm**

23rd Timber, 761: I just had one of our masons unload a bunch of our crap on the local caravan in exchange for food and drink. That should fill the stockpiles to bursting for the third expedition. I fully intend to recover those bodies.  
  
I also intend to recover all the adamantine that has apparently been recovered by miners during the expeditions. The second that bunker is complete, it's going to be dwarven Christmas up in here. I hear there is quite a lot of it. I am intrigued, to say the least. We could easily afford to outfit a much larger force in the blue metal if there is truth to these rumors, which I have no doubt there is.  
  
In other news, I promoted a Sworddwarf to Captain today. His name was Eoganachta. I have high hopes for her.  
  
OOC: I'll get to dorfing you soon Ouroboros, I promise.  
  
I also promise to wrap up my turn. I realize I'm taking a while...

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 03, 2011, 07:00:24 pm**

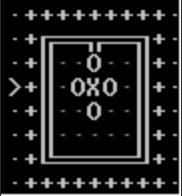
12th Opal, 761: The bunker is finally complete. I must say, I'm glad this leg of the journey is complete. And not a moment too soon. Just after the bunker was completed, a pair of demons were heard, babbling in their insane psuedo language. We'll deal with them another time.  
  
As I mentioned before, an enormous cache of Adamantine is now available to us. More arms and armor for the champions of Deathgate. Huzzah. I have already commanded that all the adamantine is to be processed, though I have yet to decide how it might be used. Also, I have decided that it is in the best interest of dwarven kind to command that silly pictures be carved into the floor of hell. Let's see how the dirty bastards like that.

Speaking of which, the terrain in hell is absolutely bizzare. The top layer seems to be somewhat permeable, but only to a few inches. Any possibility of digging through it is laughable, apparently. It's like worked adamantine, but instead of being light as air, it's heavier than platinum. Curious.

Also, I have left engravings of the bunker for those will come after me. I am sure that, by the time I am dead and gone, All of hell will be a testament to dwarf-kind, but for now, it is a mean little building hastily erected by frightened dwarves.

It is glorious.





EDIT: Ourobors, I dwarfed you as one of our cooks. The legendary one, specifically. Unfortunately, neither of them cared for snakes. Sorry.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **noodle0117** on **August 03, 2011, 07:57:27 pm**

Hurray! the colonization has begun.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 03, 2011, 08:05:44 pm**

Astute observers will note four coffins inside the bunker. Some jackass decided to put pets in the first two, and the second two were never filled. Go figure.

End of the year update coming soon, I've go5t about five in game days left.

Title: **Re: Deathgate - We got Doom Burgers! (Succession Game)**  
Post by: **AnimaRytak** on **August 03, 2011, 10:05:08 pm**

I think this might be the first succession game to colonize hell. But I say that mostly out of ignorance since I've never heard of a succession game doing it.

In any case, this is getting epic now. All we're missing is the rivers of blood and the mountain of skulls for my skull throne.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 03, 2011, 10:51:51 pm**

1st Granite, 762: End of Year Report: Blade Master, Axedwarf.

I have decided to personally make my way to the surrounding kingdoms and villages, and inform all of dwarfkind that hell belongs to the dwarves. Naturally, this means I must step down from my position of power.

Surprisingly... I find I don't mind. I have done a great service for all of dwarfkind, and put to rest my own personal demons, as well as a few from the underworld. Heh. Soon, our strength in Hell will grow, and all the races of the world will bow before our might. Dwarves will enjoy their position as the dominant species, and the elves and humans will recognize their place beneath us.

I know the goblins will not, but, one day, when hell is truly pacified, I aim to take a group of my fellow dwarves to the nearest goblin Citadel, and beat the lesson into their tiny brains. But that will be for another time. First, I must deliver the news of Deathgate to the surrounding lands. I plan to take the head of a demon, as proof of our conquest.

I am happy. I have grown weary of administration, and I do not wish to see it again in this life. Upon my return, I will do my duty in the fortress military once again. Of course, this does not mean I won't have a hand in fortress politics. If I have my way, I will never see another ghost in Deathgate, save for the engravings on the walls. Our engravers seem to be obsessed with the restless departed. Not that I can blame them. After all, for a few years, they were everywhere.

I think it is time to bid farewell to my private memoirs. They would be somewhat frivolous for a member of the guard. I can see it now. 12th Timber: Saw a duck. Ha!  
I leave this to whomever should find it, and I hope they enjoy my little view into Deathgate's past.

I'll also put down an overview of the fortress.

Mountainhome Rashinod Okbodgeshud, "Deathgate the Doom-Fortress"									
Animals	Kitchen	Stone	Stocks	Health	Justice				
Created Wealth:	17342922*		Population:	160					
Weapons:	3957535*								
Armor and Garb:	3720073*		Miners	9	Axedwarves	3			
Furniture:	811852*		Woodworkers	6	Axe Lords	None			
Other Objects:	3205092*		Stoneworkers	13	Swordsdwarves	3			
Architecture:	1884142*		Rangers	7	Swordmasters	None			
Displayed:	1464917*		Metalsmiths	14	Macedwarves	2			
Held/Worn:	2299311*		Jewelers	2	Mace Lords	None			
			Craftsdwarves	11	Hammerdwarves	6			
Imported Wealth:	428266*		Nobles/Admins	8	Hammer Lords	None			
			Peasants	2	Speardwarves	None			
Exported Wealth:	131151*		Dwarven Childrn	8	Spearmasters	None			
			Fishery Workers	2	Marksdwarves	7			
Food Stores:	9305		Farmers	40	Elite Mrksdwrvs	3			
Meat	110	Seeds	1538	Engineers	10	Wrestlers	4		
Fish	84	Drink	2256	Trained Animals	25	Elite Wrestlers	None		
Plant	147	Other	5170	Other Animals	158	Recruit/Others	None		

OOC: And there we have it. Another year in Deathgate gone by, and now hell is ours for the taking! I think I did a pretty good job, all things considered. The next player will want to get on addy production, as well as make plans to expand outward from the bunker, until all of hell is under our beard!

I don't think I'll sign up for another turn unless the wait list gets really, and I mean *really* short. I have a much better comp than I used to, but this thing is having a hard time with this venerable fortress. Besides, I took way long anyway, and I'm sure no one really wants to deal with me pulling that again.

Anyway, here's the file. Go nuts! I may not play another round (actually, I very well might. Slow or no, I love this fort), but I certainly want to see where this goes. I want to see hell under absolute and total dwarven control. Maybe we'll get famous while we're at it, eh?

<http://dffd.wimbli.com/file.php?id=4775> (<http://dffd.wimbli.com/file.php?id=4775>)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 04, 2011, 05:32:56 am**

Man we got a lot of food. My food industry layout (plus later re-optimizations) really did well, although I'm sure massive amounts of trade for cheese, meat, and elf booze helped a ton.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 04, 2011, 08:56:01 am**

I'll grab the save, I most likely won't touch the adamantium, as I have never worked with it before. But, I do so like masonry, and building. So I'll gladly expand our hell bunker. Any other tasks I should attend to?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 04, 2011, 09:00:34 am**

With the amount of food available, I'm pretty sure even if you scrapped all the farms, kitchens, farmer's workshops and food trade, the fort should be able to last for at least half a decade or so (although beverages might still be a problem).  
If we decide to fully colonize hell, should we also make the decision to cut off all access from the above-world?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 04, 2011, 09:38:47 am**

if you can pipe in sufficient water and magma, cant see why we cant turn one of the tubes, fully mined out, into a stairway into hell and run it into a grand meeting hall for our fortress. were we can selectively manage all above ground contact.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 04, 2011, 10:32:27 am**

Quote from: Karakzon on August 04, 2011, 09:38:47 am  
if you can pipe in sufficient water and magma, cant see why we cant turn one of the tubes, fully mined out, into a stairway into hell and run it into a grand meeting hall for our fortress. were we can selectively manage all above ground contact.

Given that you can't do much of anything with Slade I was debating making a large obsidian farming operation in hell. Using the natural walls, smoothed and engraved, and the rest of the stone in various building projects. Though part of me wants to use Marble blocks, just for the color difference.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 04, 2011, 10:56:02 am**

i say use obsidian for the main fort buildings, since its harder to obtain, and its valuble and can be mass produced, then use marble for pillars, arches, etc. Decoration and visuals, dont waste it on the squat building supports and such.

of course, you could make them all into blocks, for extra dorf points and for a faster build dash between deamon incursions.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 04, 2011, 02:32:18 pm**

Quote from: Karakzon on August 04, 2011, 10:56:02 am  
i say use obsidian for the main fort buildings, since its harder to obtain, and its valuble and can be mass produced, then use marble for pillars, arches, etc. Decoration and visuals, dont waste it on the squat building supports and such.  
  
of course, you could make them all into blocks, for extra dorf points and for a faster build dash between deamon incursions.

Sounds good, I've only cracked hell once, and the fort did not last long. Is there water in hell? If no, is there water in any of the caverns?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 04, 2011, 03:00:52 pm**

Lovely turn Blade Master, do sign up for another one! :D  
The fort is doing awesome aswell, and those food stockpiles should hold out for some time.

Let's conquer this hell!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 04, 2011, 06:15:26 pm**

I was looking at the front page, for a number of reasons, and I noticed Eoganachta was listed as undorfed. He's actually one of the military captain's, so feel free to change that.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 04, 2011, 06:19:25 pm**

So, I made it to mid-slate, and my work machine decided to reboot. Doh!

My plan is to build out from the current pyramidal structure already in place in Hell. I want to build at least a 15x15 "base" with bedrooms, workshops, a barracks, food stockpiles, and a dining room.

Once this base is established I intend to work outwards at least 1 z-level off the ground to minimize issues with the Clowns. Once a number of secure satellite facilities have been created I will work to connect them all with walls. Once these walls are in place I will begin FARMING IN HELL!!!!!!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Canageek** on **August 05, 2011, 12:04:27 am**

Wow, this thread is amazing. I can't believe that series of deathtraps worked on hell. Kudos to you all.

Is there any chance I could be dwarfed? Dante III. Any profession, but I'd like him to work in hell as much as possible, one of the first wave colonists or people making it fit for dwarfkind.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 05, 2011, 12:46:46 am**

Just found (and read) this. Incredible - kudos to you all.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Sinpwn** on **August 05, 2011, 04:13:33 am**

Awesome fort, I'd like to be dorfed, mason preferably.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 05, 2011, 08:54:57 am**

Actual in character update tonight. But I wanted to give you some highlights from my first few hours of gameplay!!!

- 1) Who left un-forbidden corpses strewn about hell?
- 2) Who left on Hunting as a labor, causing dwarfs to wander about hell?
- 3) Why the pyramid?
- 4) Why do we have 6 levers on Pull Lever/R
- 6) Where's the food?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 05, 2011, 08:59:18 am**

The Pull lever Repeat was what I used to power the spike channel of death since I felt too lazy to build a repeater. Pretty much all of the other levers in the same room have no more use now that the initial demon invasion is over.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 05, 2011, 10:09:41 am**

Most of the food is on the farming level, with prepaid meals and booze set at key locations throughout the fort.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 05, 2011, 10:45:05 am**

I have read through the entirety of this fort, and I, like many others, agree that it is truly amazing. Months ago, I had searched on the wiki about demons, and thought, "These things are unbeatable", if only for their infinite number. Thanks to Deathgates, this has been changed. The demons will never stop, but they won't be the undisputed masters of hell anymore.

I don't want a turn, but can I please be dorfed as one of the ( short lived ) military dwarves. Here's my sheet:

Name: Baelor the Righteous  
Profession Name: Templar  
Actual Skills: Swordsmanship, shield, wrestling, all the basic stuff ( can you please give him superdwarven stats through mining or whatever? ).

Bio: Baelor had fought the darkness around him and within him all his life. This was the moment he was waiting for, the chance to fight and defeat the demons of the pits. He would not just be a simple military grunt, though. No, he would be a Templar. Templars throughout the ages have been distinguished not by any special abilities or items, but by their sheer single-minded determination in destroying the forces of evil. This is Baelor's moment.

I know my guy will probably die, but I guess I can be re-dorfed. I'm hoping others will take up the templar/paladin/zealot/Holy Robocop position, or maybe I'll just end up being the "Lone Templar".

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 05, 2011, 01:24:19 pm**

Quote from: AnimaRytak on August 05, 2011, 10:09:41 am

Most of the food is on the farming level, with prepaid meals and booze set at key locations throughout the fort.

What z-level is the farming level?

How do I join other than downloading and how do I produce a download for the next year?!?!?

I would like to join. Make me dorfed up with these skills and profession names:  
Profession: Scout  
Skills: Expert (Crackshot) Marksdwarf, Adept Swordsdwarf, Skilled Weaponsmith.  
Notes:  
I have NO IDEA WHATSOEVER about what's going on. The deepest I've been is Cavern Layer No. 2. So I've never dealt with anything worse than a Troglodyte. Plus, I use the Civilization Forge mod. Will that affect my gameplay?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 05, 2011, 03:39:21 pm**

Quote from: ignatzami on August 05, 2011, 08:54:57 am

Actual in character update tonight. But I wanted to give you some highlights from my first few hours of gameplay!!!

- 1) Who left un-forbidden corpses strewn about hell?
- 2) Who left on Hunting as a labor, causing dwarfs to wander about hell?
- 3) Why the pyramid?
- 4) Why do we have 6 levers on Pull Lever/R
- 6) Where's the food?

- 1: No one was going and getting them anyway, relax.
- 2: Somebody before me, I think. I didn't see any injuries from it, might at well let them.
- 3: Easiest to construct.
- 4: I 'unno.
- 6: There's a mini stockpile at the demon lock (zoom f4) but I think the main one is at the BATTERY level (zoom f3, I wanna say)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **August 05, 2011, 04:07:28 pm**

BTW, did I ever get redorfed? I forget

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 06, 2011, 01:50:07 am**

The farming level is on the same level as BATTERY, which is about a dozen levels beneath the entrance. I think its F3 or F4 to get there, but I could be wrong.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 06, 2011, 08:07:13 am**

Quote from: UristMcHuman on August 05, 2011, 01:24:19 pm

Quote from: AnimaRytak on August 05, 2011, 10:09:41 am

Most of the food is on the farming level, with prepaid meals and booze set at key locations throughout the fort.

What z-level is the farming level?

How do I join other than downloading and how do I produce a download for the next year?!?!?

I would like to join. Make me dorfed up with these skills and profession names:  
Profession: Scout  
Skills: Expert (Crackshot) Marksdwarf, Adept Swordsdwarf, Skilled Weaponsmith.  
Notes:  
I have NO IDEA WHATSOEVER about what's going on. The deepest I've been is Cavern Layer No. 2. So I've never dealt with anything worse than a Troglodyte. Plus, I use the Civilization Forge mod. Will that affect my gameplay?

How do I join?

Was I ever dorfed?

I have NO IDEA how to deal with a demon, what if I get the fort killed by accident?

I don't use traps.

I use the Civilization Forge mod, will that affect my gameplay?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Grath** on **August 06, 2011, 08:22:27 am**

Quote from: UristMcHuman on August 06, 2011, 08:07:13 am

Quote from: UristMcHuman on August 05, 2011, 01:24:19 pm

Quote from: AnimaRytak on August 05, 2011, 10:09:41 am

Most of the food is on the farming level, with prepaid meals and booze set at key locations throughout the fort.

What z-level is the farming level?

How do I join other than downloading and how do I produce a download for the next year?!?!?

I would like to join. Make me dorfed up with these skills and profession names:  
Profession: Scout  
Skills: Expert (Crackshot) Marksdwarf, Adept Swordsdwarf, Skilled Weaponsmith.  
Notes:  
I have NO IDEA WHATSOEVER about what's going on. The deepest I've been is Cavern Layer No. 2. So I've never dealt with anything worse than a Troglodyte. Plus, I use the Civilization Forge mod. Will that affect my gameplay?

How do I join?

Was I ever dorfed?

I have NO IDEA how to deal with a demon, what if I get the fort killed by accident?

I don't use traps.

I use the Civilization Forge mod, will that affect my gameplay?

- In order:
- 1) You ask to join, then when it's your turn you download the save and put it in your dwarf fortress/data/saves/ directory. When you're done, you stick the fort's folder back into a compressed file (IE a .zip or a .rar) and upload it again. Other people can tell you more precise instructions.
  - 2) No idea, but probably not yet.
  - 3) Two options: A) Reclaim (not a good idea since I believe it'll spread demons all over the fort), B) Savescum (go back to an older save before the fort dies.)
  - 4) Not using traps isn't a question.
  - 5) No, the only thing that would make a difference is if you use graphics or not.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 06, 2011, 01:55:27 pm**

Alright...

How do I post the download for the current save on this thread?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 10:15:24 am**

Journal of Iggy Mcnatz, Mason, Deathgate 13th, Granite

As the labor of the fortress now centers on colonizing hell it was decided that a mason would be the best choice for the next overseer. Somehow in the confusion I was chosen. I'm a mason, yes, but I'm hardly fit for command.

I spent the first few days of my reign as mayor looking over our current encampment in hell. While the original pyramid was easy to build it provides little in terms of storage to prepare for a permanent colonization of hell.

(The following is in a less steady hand)

Ici has come, a horrid beast. A quadruped comprised of amber. It flies, and casts massive webs about the cavern. My only hope is that we remain sealed from the cavern layer.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 10:24:25 am**

Journal of Iggy Mcnatz, Mason, Deathgate 19th, Granite

I have included here the rough blueprints for the top level of Hell Base 1.

The top level will contain barracks, arranged in a cell-block pattern. I feel we can easily house 16 dwafs in the initial tower.

The next level down will contain the bridge entrances to Hell Base 2, and 3, respectively. This will also contain the barracks for the squad permanently assigned to Hell Base 1.

The bottom level, once secured, will contain the food and drink supplies for the base.

I find it amusing that there are a number of coffins in the lowest level of Hell. I wonder if the occupants of those coffins asked to be buried in hell.

I was also informed that a number of migrants have arrived. I appreciate their coming but as we number 170 dwarfs I can't keep them all straight. Oh well.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 10:50:15 am**

Journal of Iggy Mcnatz, Mason, Deathgate 4th, Slate

I've taken a moment away from the conquering of hell to pay tribute to our fallen. Tirist, a Hauler, and Ilral, a Miner, have risen as ghosts. I have asked that memorials be carved for them so that they can rest peacefully.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 11:19:53 am**

Journal of Iggy Mcnatz, Mason, Deathgate 28th, Slate

It's been too quiet, famous last words.

Another beast straight from nightmare has come. Records call this one Tofu. A great eyeless mite. This one has crawled out of the depths of Hell itself. We have halted construction till we can decide what to do with this beast.

I have consulted the records from past overseers. We have five of these loathsome beasts to contend with. I am but a simple Mason. I have no experience in the arts of war. I can only hope that our stout walls keep the beast without.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 11:29:23 am**

Journal of Iggy Mcnatz, Mason, Deathgate 4th, Felsite

Did I say 5? Armork help us, for the hideous beasts of legend now number 6. Six beasts. This latest member joins us from the deepest caverns. Hode Simo Bazsa. A ribbon worm of impossible length and girth. Histories speak of this creatures deadly blood. Beer... where is the beer?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 11:48:37 am**

Journal of Iggy Mcnatz, Mason, Deathgate 20th, Felsite

I am pleased to report that the top level of Hell Base 1 has been completed. I fear that we will have to deal with Tofu before we can expand further. I have called together the military with the hope that they can provide me with a solution.

There was a report of a cat, and a snatcher. I fear a goblin attack may be forthcoming.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 01:53:24 pm**

Journal of Iggy Mcnatz, Mason, Deathgate 16th, Hematite

Tofi has been slain. A deamon appeared, though one of our Miner/Masons by the name of Mafol Fikodlilum deftly slew the beast.

However, his strength failed him when faced with Tofi. The military arrived too late to save him, and he was slain.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 07, 2011, 02:12:47 pm**

Just to point out, you don't have to make a separate post for every event. I'd prefer it if you consolidated them into larger chunks.

Consolidated posts for the front page.

**Journal of Iggy Mcnatz, Mason, Deathgate 13th, Granite**

As the labor of the fortress now centers on colonizing hell it was decided that a mason would be the best choice for the next overseer. Somehow in the confusion I was chosen. I'm a mason, yes, but I'm hardly fit for command.

I spent the first few days of my reign as mayor looking over our current encampment in hell. While the original pyramid was easy to build it provides little in terms of storage to prepare for a permanent colonization of hell.

(The following is in a less steady hand)

Ici has come, a horrid beast. A quadruped comprised of amber. It flies, and casts massive webs about the cavern. My only hope is that we remain sealed from the cavern layer.

**19th, Granite**

I have included here the rough blueprints for the top level of Hell Base 1.

Spoiler (click to show/hide)

The top level will contain barracks, arranged in a cell-block pattern. I feel we can easily house 16 dwafs in the initial tower.

The next level down will contain the bridge entrances to Hell Base 2, and 3, respectively. This will also contain the barracks for the squad



permanently assigned to Hell Base 1.  
The bottom level, once secured, will contain the food and drink supplies for the base.  
I find it amusing that there are a number of coffins in the lowest level of Hell. I wonder if the occupants of those coffins asked to be buried in hell.  
I was also informed that a number of migrants have arrived. I appreciate their coming but as we number 170 dwarfs I can't keep them all straight. Oh well.

**4th, Slate**  
I've taken a moment away from the conquering of hell to pay tribute to our fallen. Tirist, a Hauler, and Ilral, a Miner, have risen as ghosts. I have asked that memorials be carved for them so that they can rest peacefully.

**28th, Slate**  
It's been too quiet, famous last words.  
Another beast straight from nightmare has come. Records call this one Tofu. A great eyeless mite. This one has crawled out of the depths of Hell itself. We have halted construction till we can decide what to do with this beast.  
I have consulted the records from past overseers. We have five of these loathsome beasts to contend with. I am but a simple Mason. I have no experience in the arts of war. I can only hope that our stout walls keep the beast without.

**4th, Felsite**  
Did I say 5? Armork help us, for the hideous beasts of legend now number 6. Six beasts. This latest member joins us from the deepest caverns. Hode Simo Bazsa. A ribbon worm of impossible length and girth. Histories speak of this creatures deadly blood. Beer... where is the beer?

**20th, Felsite**  
I am pleased to report that the top level of Hell Base 1 has been completed. I fear that we will have to deal with Tofu before we can expand further. I have called together the military with the hope that they can provide me with a solution.

There was a report of a cat, and a snatcher. I fear a goblin attack may be forthcoming.

**16th, Hematite**  
Tofi has been slain. A deamon appeared, though one of our Miner/Masons by the name of Mafol Fikodlilum deftly slew the beast. However, his strength failed him when faced with Tofi. The military arrived too late to save him, and he was slain.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ignatzami** on **August 07, 2011, 02:46:51 pm**

Quote from: AnimaRytak on August 07, 2011, 02:12:47 pm  
Just to point out, you don't have to make a separate post for every event. I'd prefer it if you consolidated them into larger chunks.

I was posting as things happen, I can consolidate from here on out

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 07, 2011, 03:07:06 pm**

Figures that we'd get up to six FBs at once. Deathgate is the best, man.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 08, 2011, 06:47:53 am**

I would like to put forth the suggestion that, after we have finished the Hell's Breach region of the fortress we should invade the caverns, clear out useless inhabitants. and wall them off for exploration. Ideally I'd like Cave Spiders, mushroom trees, and cave fungus to be easily supplied for us by the caves. We might be able to get some giant cave spiders too.

Granted the six forgotten beasts do pose a *minor* problem, but its nothing that we haven't handled before.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 08, 2011, 06:51:37 am**

nothing that cant be solved with copious amounts of magma.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 08, 2011, 02:28:34 pm**

Quote from: Karakzon on August 08, 2011, 06:51:37 am  
nothing that cant be solved with copious amounts of magma.

I would think that that might cause problems for the GCS capture program...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 09, 2011, 03:00:03 am**

Quote from: Blade Master Model 42 on August 08, 2011, 02:28:34 pm  
Quote from: Karakzon on August 08, 2011, 06:51:37 am  
nothing that cant be solved with copious amounts of magma.  
I would think that that might cause problems for the GCS capture program...

You can tame Giant Cave Spiders? Another question, will they actually be effective against demons and FBs?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 09, 2011, 03:07:03 am**

rather flood the caverns with magma and remove the beastys then after its drained set up traps for the cave spiders than risk the millatery -if their any dust monsters etc-

and giant cave spiders are only efficient when they web over cage traps to capture deamons and forgotteb beasts.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 09, 2011, 05:25:15 am**

Quote from: NRDL on August 09, 2011, 03:00:03 am  
Quote from: Blade Master Model 42 on August 08, 2011, 02:28:34 pm

Quote from: Karakzon on August 08, 2011, 06:51:37 am

nothing that cant be solved with copious amounts of magma.

I would think that that might cause problems for the GCS capture program...

You can tame Giant Cave Spiders? Another question, will they actually be effective against demons and FBs?

Who said anything about taming? We only need to capture them for their spinarets. Taming is an unnecessary (and I think impossible currently) step in the process.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ignatzami** on **August 09, 2011, 11:52:17 am**

Ok, I've completed about half my year. At the moment I'm packing for a move from NY to Seattle WA. I can't guarantee a timely completion of the year. Would it be better for me to upload the save as is? Would it be easier to revert?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ignatzami** on **August 09, 2011, 12:41:54 pm**

Diary of Iggy McNatz, Overseer.

It's late Hematite, the date doesn't matter. We slew Tofi, another beast came to take its place. A steady trickle of deamons, giant brutish possums have kept myself, and my fellow masons from completing the second layer of the base.

I have asked for an artifact trap to be placed in Hell to attract these beasts. I have also asked for a number of steel serrated blades to be forged, to be placed around the Trap. While these plans have continued we have not had a chance to put them into motion.

Our dead, and their possessions litter Hell. I have not had the heart to keep count. Our military has kept a constant vigil and they have born the brunt of the injuries, the deaths.

I have debated attempting to trap a Forgotten Beast, to keep them from our masons. Yet I fear that such an attempt would only result in more deaths. More lives lost. I must retire for the night, climb into my temporary room in Hell and sleep. I hope for inspiration to strike in the night, if it is night, I no longer keep track.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **wlerin** on **August 10, 2011, 01:23:44 am**

Quote from: Karakzon on August 09, 2011, 03:07:03 am

rather flood the caverns with magma and remove the beastys then after its drained set up traps for the cave spiders than risk the millatery -if their any dust monsters etc- and giant cave spiders are only efficient when they web over cage traps to capture deamons and forgotteb beasts.

Militarily. Otoh, the tailoring industry would benefit from a few captive GCS.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Yelesom** on **August 10, 2011, 05:36:15 am**

Wanted to say, awesome stuff, guys.  
And I'm posting to follow the game.  
Been reading it since before signing up to the forum.

Also. Can I be dwarfed in?  
If so:  
Name: Yelesom  
Job Name: Profession Name  
Profession: Mason if available,  
otherwise anything, really.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ignatzami** on **August 10, 2011, 10:53:59 am**

Can a previous overseer clear a few points up for me.

- 1) Why do we have a hall of doors below the main entrance?
- 2) Is there a way to seal the main entrance, if so, where's the lever?

Thanks.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **August 10, 2011, 04:07:05 pm**

The bottom entrance should just be the magma expunge system. As to which lever closes the door, use the Notes function and check the room of levers on the same level as forges and dorms. One of them should be marked.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ignatzami** on **August 11, 2011, 10:56:12 am**

Quote from: AnimaRytak on August 10, 2011, 04:07:05 pm

The bottom entrance should just be the magma expunge system. As to which lever closes the door, use the Notes function and check the room of levers on the same level as forges and dorms. One of them should be marked.

Several are marked with such-and-such bridge. I was worried about pulling the wrong one.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ignatzami** on **August 12, 2011, 12:53:26 pm**

Aright all, I'm tossing in the hat early. I'm moving from Upstate NY, to Seattle tomorrow. I won't have access to anything more powerful then a very, very old laptop for the foreseeable future. Good luck my future colonizers of the deep!

http://dffd.wimbli.com/file.php?id=4824

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 12, 2011, 04:39:07 pm**

Well on that note, the next person can take a year and a half of time if they chose.

Not required though, just makes it easier to determine when the turns change.

Narqulie, its your turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Master** on **August 12, 2011, 06:37:07 pm**

I'd like to be dorfed as Vector Qwerk. preferably miner. I would ask for a turn for overseer, but I'm already on the list for two other fortress plus I'm managing my own succession fortress as well! :P

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 13, 2011, 01:14:27 am**

Awesome! I will gladly take on the year and a half. Good luck with the move Ignatzami!  
I will start later today after I get off work.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 13, 2011, 02:04:58 am**

Have I been dorfed yet?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 13, 2011, 06:25:36 am**

Holy clusterf\*\*k Batman!  
This place has certainly changed in a few years.. :D  
I will try to get the mood and general order around the fort sorted out a bit, and then begin the expansion of the underbelly underway, maybe start moving some of the forts workings under as fast as I can.  
I don't think any outside threat will be a problem anymore, with the entrances in the condition they are. :D

I'll get to writing my first post later today.

EDIT:  
I'm torn thinking what I should do first.. I'm planning an expansive, lets say full move of the workforce to the levels just above the breach, to have the workforce closer to the constructions within the maws of hell, but this poses a) a huge logistical problem and b) an ever growing danger should a demon breach our defenses.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 13, 2011, 03:35:50 pm**

I made progress, I will make an official post tomorrow morning'ish (GMT+2 mind you!)

We're moving to the Underdark!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 13, 2011, 10:05:57 pm**

I wouldn't move the entire fort down there, but I do think a burrow with all the necessities would be very useful.

On a side note, we're running low on the overseer list. We could use some more (preferably fresh) players to our humble abode. Also, after Narquillie's turn, I might edit the save a bit for dorfing purposes, unless its taken care off before then.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Lord Allagon** on **August 14, 2011, 07:18:28 am**

I'd like to be dorfed, please.  
Name: Konith  
Job Name: Hammerer  
Profession: Hammerer if there's one. If there's none, I'll wait.

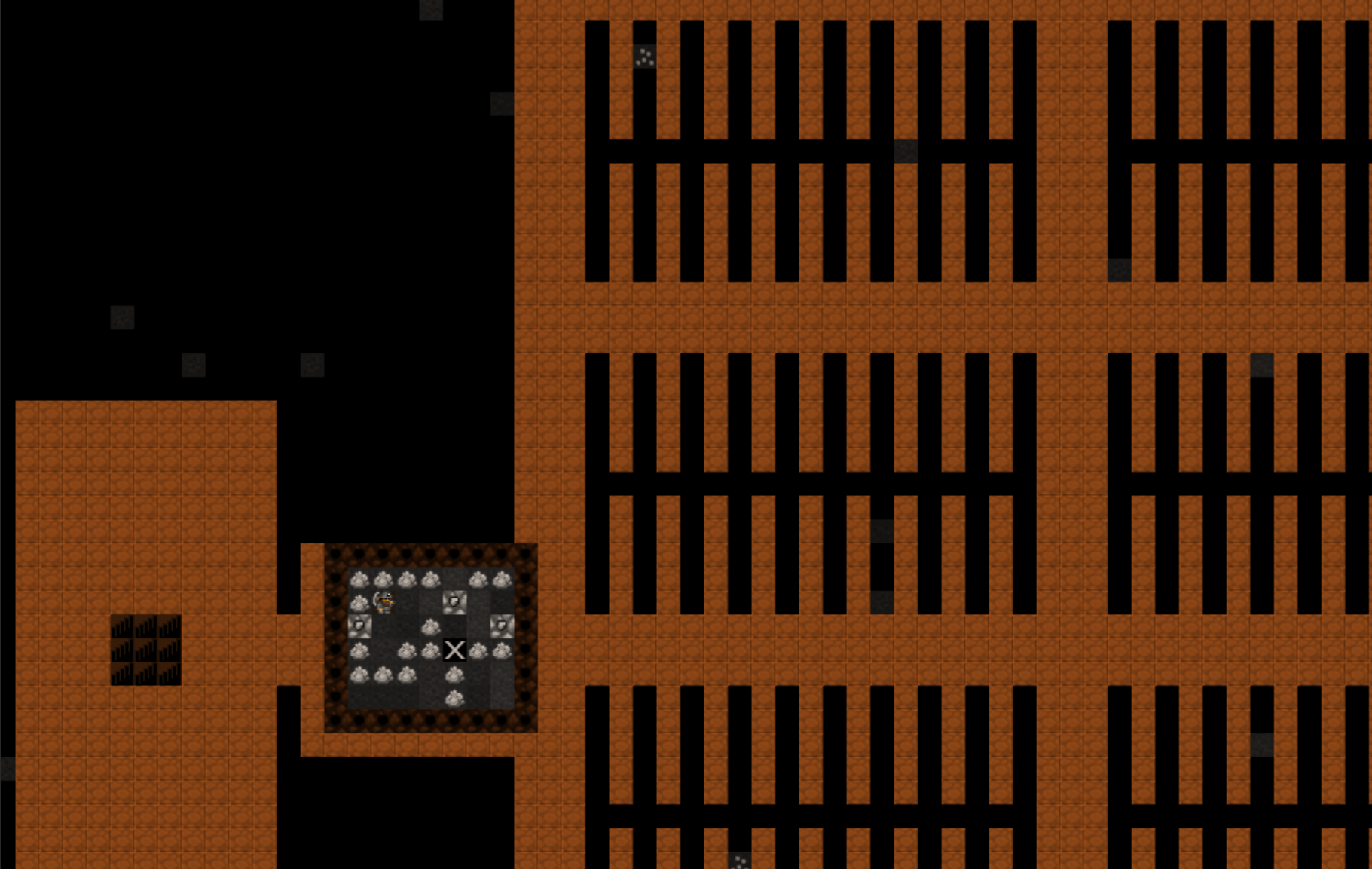
Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Grath** on **August 14, 2011, 10:19:17 am**

If the rest of the turns on the current list go quickly, I could take a turn as long as it started by like the 26th or so, but I'll be too busy to play any DF starting on the 29th.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 14, 2011, 12:37:58 pm**

From the journal of Narqulie Nishlolor, Interior designer extraordinaire  
I came into this wretched mudhole in the hopes of a new project. Deathgate has recently gained renown throughout the realms for their accomplishments against the demons that plague to underside of the world-disc.  
The foolhardy dwarves not plan on conquering the hellish lands and inhabit them. and this is where my prowess with the stone and knowledge on tasteful and symmetrical order comes into play.  
See, dear diary, the fortress has a history of rather short-lived rulers, and every one of those 20 or so who have made their mark on the stones of this place has done so without much concern for pleasantries such as symmetry, accessibility or any such trifling detailsâ€|  
I am to wrench control of the fortress and build it anew, under the surface of the earth, near the bubbling lakes of lava, and close proximity of the ongoing expansion into the nether!





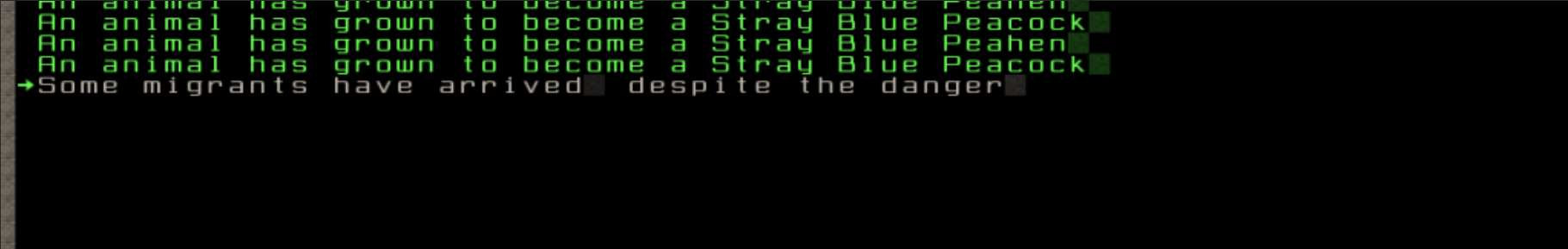
Itâ€™s going to take a whileâ€¦!

One of the stoneworkers, Edem, ran past me today and locked himself into a crafts dwarfs workshop.. Iâ€™m eagerly waiting for the resulting artifact in the hopes of it being something pretty and decorative!  
Just as Autumn rolls around Edem begins his secretive work.



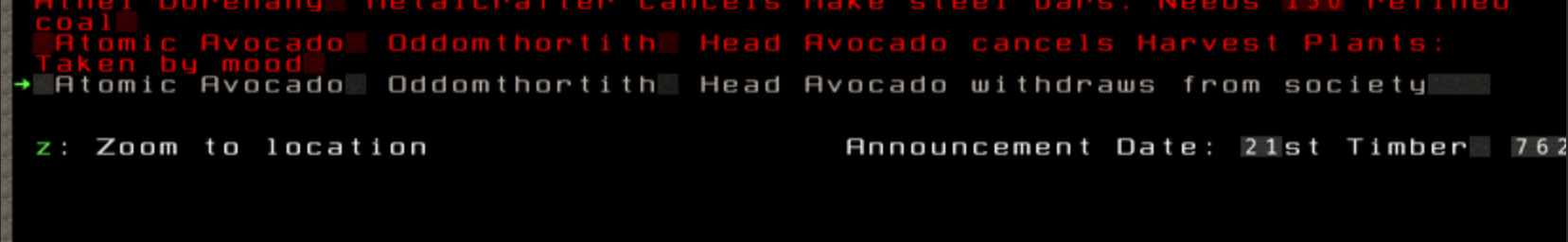
Edemâ€¦ You worthless wanker.

Sometime Early Autumn.  
I hear rumors of migrants arriving on the surface levels, despite the dagenr. What danger? I havenâ€™t heard nor seen anything too dangerous in my time here.. I fear that the goblins might show their ugly faces before this year is done..



The construction of the New Deathgate are moving along speedily. Workers are now clearing out stones and stonecrafters are smoothing the walls down and engraving most of them just after the miners have moved their dirty hands off the square of newly hewn rock. Things are indeed going swimmingly!  
A bit too wellâ€¦!

Winter draws in and we have a visit from a caravan. I have no need for their wares, but I still buy some food and drink off them, just to be sure. The constructions in the lower caves are moving along, and the miners are working themselves nearly to death to accomplish my goals. It will be beautiful. So clean and symmetrical and orderly, yes..



And another worker goes insane and takes up a workshop, no doubt trying to slack off his duty as a stone hauler or smootherâ€¦!



...

There was a bit of a situation with the alcohol reserves being on the declining side, but assigning some more brewers sorted that right out. The new farms and stockpiles are being filled as I write this, and I should be on my way to oversee the happenings, as to prevent any dents and scratches ON MY NEW GODDAMN NICE AND SMOOTH WALLS!!!



Late winter  
The nights are cold, and the roars of yet another forgotten beast echo from the depths, but they are of no concern to me.. I have other things to keep me occupied. Foremost on my mind is the doubt if I will be able to finish my project before my short while as overseer comes to an endâ€¦!



Spring has come, and I shall begin my real challenge in the coming months.. I can only hope THESE LOVING DIRTY PEASANTS KEEP THEIR STUBBY FAT LITTLE FEET ON THE MOVE AND SMOOTH THE DAMN WALLS!

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 14, 2011, 02:24:38 pm**

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Hey.

Do you smell that?

It's the smell of awesome.

On a side note, I've noticed this threads views have gone up by about 2000 in a short time. We're getting popular!

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 14, 2011, 05:27:35 pm**

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Well, I'm not certain, but it MAY have something to do with someone linking to us on the tvtropes dwarf fortress community page.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 14, 2011, 06:11:32 pm**

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That may or may not have been me. But if it was me, I would totally never ever do it for self-promotion. Like, ever.

-nervous cough-

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 14, 2011, 11:23:38 pm**

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What the hey, sign me up for turn #20 there. This is too awesome not to try adding my own mark to it. Yeah, ego: "I helped colonize hell". (now that the hardest part is over).

Also, Woo! Narquolie, I heartily approve of your insistence that not only must we colonize the depths, but dwarves shouldn't have to give up their standards of living to do it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 15, 2011, 12:41:13 am**

Quote from: Flaede on August 14, 2011, 11:23:38 pm  
What the hey, sign me up for turn #20 there. This is too awesome not to try adding my own mark to it. Yeah, ego: "I helped colonize hell". (now that the hardest part is over).  
Also, Woo! Narqulie, I heartily approve of your insistence that not only must we colonize the depths, but dwarves shouldn't have to give up their standards of living to do it.

Added!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **August 15, 2011, 11:14:09 am**

I should definitely be able to join in if I can get in by next monday or so(somehow I doubt that'll be the case, but whatever). Barring that, it'll be...questionable, to say the least. First days of college and all that.  
  
As an aside, it *is* okay if I use LNP to play, right? I never was able to get used to the base graphics.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 15, 2011, 12:31:46 pm**

Quote from: scaliper on August 15, 2011, 11:14:09 am  
I should definitely be able to join in if I can get in by next monday or so(somehow I doubt that'll be the case, but whatever). Barring that, it'll be...questionable, to say the least. First days of college and all that.  
  
As an aside, it *is* okay if I use LNP to play, right? I never was able to get used to the base graphics.

Given the average speed of the fort, It'll take longer than that. But yes, LNP is completely fine to use. Most of the players seem to prefer the ASCII but I prefer tilesets.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **August 15, 2011, 12:42:01 pm**

Quote from: AnimaRytak on August 15, 2011, 12:31:46 pm  
Quote from: scaliper on August 15, 2011, 11:14:09 am  
I should definitely be able to join in if I can get in by next monday or so(somehow I doubt that'll be the case, but whatever). Barring that, it'll be...questionable, to say the least. First days of college and all that.  
  
As an aside, it *is* okay if I use LNP to play, right? I never was able to get used to the base graphics.  
Given the average speed of the fort, It'll take longer than that. But yes, LNP is completely fine to use. Most of the players seem to prefer the ASCII but I prefer tilesets.

I'll see what I can do. Put me down for 21, and I'll let you know if I have to pass.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 15, 2011, 02:24:04 pm**

Quote from: Blade Master Model 42 on August 04, 2011, 06:15:26 pm  
I was looking at the front page, for a number of reasons, and I noticed Eoganachta was listed as undorfed. He's actually one of the military captain's, so feel free to change that.

\*Ahem\*

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 17, 2011, 07:04:57 am**

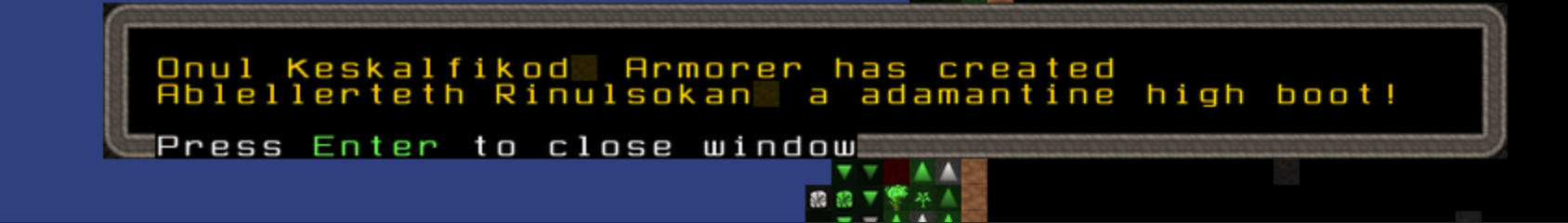
Hey all! My year is completed, but I'm still writing the post.. I have some kind of a flu which is giving me a hard time, but I will try my hardest to get the post up before tonight. I will say that the year has been boring and tedious as all hell, and "the grand move" is still a bit underway, mainly in the bedroom department.. Most of the stockpiles are moved tho, so the biggest hauling is nearly done.. If Animarytak takes some time for naming dorfs and stuff, you might want to let it run for a bit to clear the air a bit :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Grath** on **August 17, 2011, 09:11:15 am**

If you post the save while you finish writing the post, AnimaRytak could get started on dorfing while you're still writing, making the whole process go faster.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 17, 2011, 01:30:07 pm**

Just as spring rolls around one of the armorers goes insane, Onul Keskalfidok, and begins work on some wondrous item no doubt.



And makes a single boot. Ok, It IS worth almost 900 000 dorfbucks, but it isn't moving these damn supplies!

The year rolls along with minimal interference, but then, at the height of summer shouts of GOBLINS permeate all the day down to the lowest levels. I ordered the fortress to be locked down, having fixed a serious security problem or two before this in anticipation, so we were safe.  
The main defenses, namely the bridge filled to the brim with weapon traps held the beast back and slew dozens, if not hundreds of the green bastards, but surely put a dent on the efficiency of the fort, at least on the moral of the poor dwarves.  
I did hear of some heroics worth mentioning, as a solitary dwarf showed some guts indeed, as one of our marksdwarves stood on the weapon trap filled bridge, whacking at least 10 goblins dead, only to meet a gruesome end after tripping on his bow. I will not go into much details..



And if that wasn't trouble enough, the siege just wouldn't lift, as some of the goblins stood there on a bridge for months, not daring to attack, or flee. I left them there in the lengthening nights as work continued in the dowels of the earth

[The book abruptly ends in a torn page with blood spills and scars of fire.]  
You bag the tattered old book into your sack and trudge through thawing snow of spring, 764, and walk towards the main gate, up the spiraling staircase and across the bridge scattered with gore and thousands of weapons linked to various springs and mechanisms. Everything is quiet and smells of death. The Doom Fortress. Maybe the forces of evil have finally broken this once great endeavor?



You walk in and see empty hallways and scattered bodies and equipment.



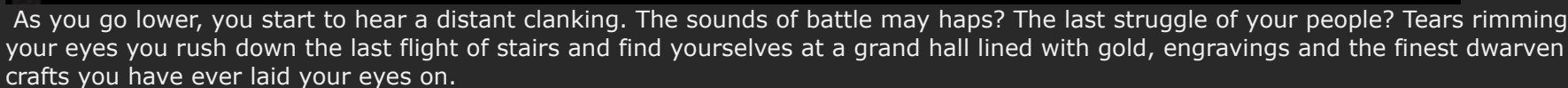
You hear not a sound as you walk through the hallowed halls into the dining room, once a legend throughout the lands, now lays with tables and thrones scattered around with not a crumb of food anywhere. Your eyes well up as the realization hits you.



After its nearly quarter of a century of reign, The Mountainhomes have fallen.  
You feel a warm draft wafting up one side passage of long stairs leading downwards to the bowels of the earth.



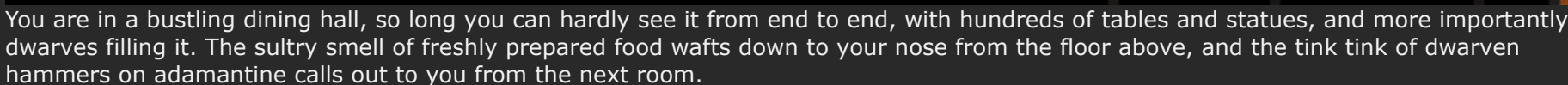
You stumble forwards blindly, terrified to see what the fortress finally succumbed to.



You hear a scruff voice shout:

âœOhoy sonnyboy! Pull yourself a chair and a tankard and tell us whatâ€™s happening up on the surfaces! We hardly hear a word from there anymore with this, the 2.0 of our project, or so Narg calls it.âœ

“Nar-khii-lie, you brute, how hard is that to pronounce! And get yer stinking feet off that goddamn table, it’s an artifact!”







A large dwarf walks up to you, snapping you out of your amazed haze.  
“Welcome to Deathgate, home of the Doom Burger, can I take your order?”

OOC:

Mountainhome Rashinod Okbodgeshud •Deathgate the Doom-Fortress• FPS: 100 (49)									
Animals Kitchen Stone Stocks Justice									
Created Wealth:		19000128		Population:		175			
Weapons:		3954931		Miners		11		Axedwarves	
Armor and Garb:		4376156		Woodworkers		9		Axe Lords	
Furniture:		898192		Stoneworkers		14		Swordsdwarves	
Other Objects:		4839854		Rangers		10		Swordmasters	
Architecture:		1988551		Metalsmiths		17		Macedwarves	
Displayed:		1509021		Jewelers		3		Mace Lords	
Held/Worn:		1433423		Craftsdwarves		18		Hammerdwarves	
Imported Wealth:		596872		Nobles/Admins		10		Hammer Lords	
Exported Wealth:		135457		Peasants		3		Speardwarves	
Food Stores:		9679		Dwarven Children		10		Spearmasters	
Meat		386		Fishery Workers		3		Marksdwarves	
Fish		382		Farmers		46		Elite Mrksdwrvs	
Plant		133		Engineers		13		Wrestlers	
Seeds		1902		Trained Animals		24		Elite Wrestlers	
Drink		2195		Other Animals		434		Recruit/Others	
Other		4681							

Wow, this was some year :D  
So, despite some warnings, I did do the crazy thing and mosed a goddamn 170 dwarf strong fortress down some 150 z-levels into a newly build and symmetrical and orderly form. It isn't a 100% complete, most importantly the bedrooms are still in needing of some work, but the first 100 or so are moved. Please make sure to check that the rooms are 'q' d, there were a lot of unassigned room up top. I think most of the industries are ready to start working, adamantine is being smelted already. There are small plots for farms, and a bigger cave to be moistened and then grazed.  
Some of the floodgates near the farms are not connected up yet, I left notes I think.

We have a big birdspllosion, and I really don't know how to deal with it on such a scale.. There are a million guineafowls or something roaming the upper levels.. Please, someone, kill them with fire post haste.

And the main entrance.. It is a mess and I have no idea how it works anymore. :D I think I killed some ingenious parts of it, mainly the one that forced dorfs to take a walk outside to get to the fortress proper when coming from down the pits.

Umm.. Not much else..  
Oh yeah.. Theres still a siege going on. Or well, they are camped outside, but pose no threat whatsoever.

I had a great time and hope I get to run the fortress for a third time! GOOOOO DEATHGATE!

Save:<http://dffd.wimbli.com/file.php?id=4853> (<http://dffd.wimbli.com/file.php?id=4853>)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 17, 2011, 01:31:13 pm**

Edit: Double post..

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 17, 2011, 01:31:31 pm**

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 17, 2011, 03:37:46 pm**



Everyone has been redorfed except for Lord Allagon, since we have no hammerer.

Save: Download (<http://dff.d.wimbli.com/file.php?id=4854>)

Tryrar, you have the floor.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 17, 2011, 08:13:23 pm**

This. IS. AWESOME!

Nice work Narqulie. Very nice work indeed.

... I can't resist the siren call of Deathgate another moment. Sign me up for a third turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 17, 2011, 08:55:59 pm**

For the sake of new players, anyone have any objections to having third-turn overseers go to the end of the list? If new overseers apply to join, they'll go above third-turners.

I don't wanna scare off new players from having too many people on their third turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 17, 2011, 09:18:40 pm**

I have no objections to first-timers line jumping me.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **August 17, 2011, 09:23:25 pm**

I'd love to take a turn at running this beauty, if that's alright.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 17, 2011, 11:25:37 pm**

Added to the list Seth.

Also I forgot to say, the cutoff for Tryrar's acknowledgement period is 3:30 PM on the 19th.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 18, 2011, 04:40:23 am**

Hello there!  
Back from vacation and I'm pretty impressed at how things are going so far.

Now this might seem like a not so appropriate question for the time being, but now that we've conquered hell and are essentially impervious to surface assaults...

How are we going to end this fort?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 18, 2011, 04:42:49 am**

Quote from: noodle0117 on August 18, 2011, 04:40:23 am

Hello there!  
Back from vacation and I'm pretty impressed at how things are going so far.

Now this might seem like a not so appropriate question for the time being, but now that we've conquered hell and are essentially impervious to surface assaults...

How are we going to end this fort?

e

Conquering the entirety of hell?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Karakzon** on **August 18, 2011, 04:52:45 am**

simple:  
conquer hell fully, then start to mega project everything above hell. when we have literally no room to do anything any more other than take pot shots at random things that wander in. well have won the game. then we just keep things running through generation after generation of hell breed dwarves and kill everything that seiges untill theirs nothing left to seige us and we can leave and start Deathgate II

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **NRDL** on **August 18, 2011, 04:55:18 am**

Quote from: Karakzon on August 18, 2011, 04:52:45 am

simple:  
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I really wish there was something else you guys could conquer other than just hell. The heavens?

Edit: Oh I know, why don't we start a eugenics program? Mutilate, experiment and breed our dwarves, hopefully in hell itself, until they become monsters.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Blade Master Model 42** on **August 18, 2011, 05:50:07 am**

Well, once hell is completely conquered, and all the goblins completely subdued.... Vanity projects?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **NRDL** on **August 18, 2011, 05:59:12 am**

Quote from: Blade Master Model 42 on August 18, 2011, 05:50:07 am

Well, once hell is completely conquered, and all the goblins completely subdued.... Vanity projects?

You mean like megaprojects? Or beautification projects?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Ahra** on **August 18, 2011, 06:19:20 am**

make the mines of moria :P

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **August 18, 2011, 11:08:49 am**

Quote from: NRDL on August 18, 2011, 05:59:12 am

Quote from: Blade Master Model 42 on August 18, 2011, 05:50:07 am

Well, once hell is completely conquered, and all the goblins completely subdued.... Vanity projects?

You mean like megaprojects? Or beautification projects?

Yes.

Personally, I'm envisioning an enormous skull cast out of obsidian and totally engraved as a fort entrance. With lava coming out its eyes.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **August 18, 2011, 03:11:46 pm**

Quote from: scaliper on August 18, 2011, 11:08:49 am

Personally, I'm envisioning an enormous skull cast out of obsidian and totally engraved as a fort entrance. With lava coming out its eyes.

This.

And well, we may have conquered hell but we still have internal issues to address. Like taking over all the caverns and making a giant arena for goblin slaughter. That kind've thing.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **August 18, 2011, 04:12:14 pm**

I think I know what I'll be doing on my turn...Drawing up plans as we speak. There's red stone available, right?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **August 18, 2011, 04:36:11 pm**

I believe so. But I can't remember for certain.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Ovg** on **August 18, 2011, 08:47:14 pm**

I'd like to give managing it a shot, though I can't guarantee I won't run in straight into the ground. Would somebody have something against \*rewinding\* history in that case and just skipping my turn?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Blade Master Model 42** on **August 18, 2011, 08:49:28 pm**

That would only be in the case that you ABSOLUTELY annihilated the fort, I think. I we get knocked down to twenty dwarves during your reign, we just keep truckin'.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 19, 2011, 05:35:24 am**

The entrance could be tweaked to cage the maximum amount of goblins but still making sure that there is no danger to the fort, as well as taking care of gobbos who decide not to run into the fields of weapon traps.. It's such a complicated mess at the moment it does need some streamlining IMO. One entrance with zero survivability and maximum caging.

Also there is still a lot of hell to cover, and many, many megabeasts roaming around...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 19, 2011, 06:19:55 am**

Yeah, good idea Narq, we'll cage the Megabeasts!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 19, 2011, 06:47:56 am**

Welcome to Dwarf Fortress, home of the Megabeast Zoo, would you like to see our eldritch exhibit?

- Deathgate Megabeast Zoo Plan
1. Capture Giant Cave Spiders.
  2. Create a device to web cages.
  3. Catch Megabeasts with said cages.
  4. Make a zoo to house captured megabeast.
  5. Make the zoo even more dwarfy with magma flows and live feeding shows of goblins to Giant Cave Spiders
  6. Rake in the dorfbucks.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 19, 2011, 06:57:33 am**

If only there were some method that would allow us to charge admission. The possibilities...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 19, 2011, 01:27:18 pm**

Could the megabeast be lured out of the cavers onto the surface and the main entrance? Do they path straight for the kill with an clear way in ie. the open fortress doors, or do they roam semi-peacefully until stirred?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 19, 2011, 06:28:45 pm**

Put up a door and surrounded it by the specialized cages. Being building destroyers, they'll path straight for it.

The time for Tryrar's acknowledgement has passed. His turn has been skipped. It is now Daruish's turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **August 20, 2011, 05:12:05 am**

I think it's kinda unfair to take my second year before other people even took their first. Besides, it's been just five years between my two turns. Can I be pushed down the list, like to position 23?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 20, 2011, 02:58:46 pm**

Im fine with you taking your second turn before i take my first. get something done second time round to stamp your name on it a bit more. :)  
tis your choice.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 20, 2011, 04:21:01 pm**

If you wanna pass until the other's have had their first turn you can.  
You sure you want to move your turn down to after Ovg has taken his turn? If I do, you won't be able to move it back up in front of the others.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **August 21, 2011, 02:22:15 am**

Quote from: AnimaRytak on August 20, 2011, 04:21:01 pm  
You sure you want to move your turn down to after Ovg has taken his turn?  
Yes, I am. ;)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 21, 2011, 04:44:50 am**

Alright, Karakzon, its now your turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Iopocozo** on **August 21, 2011, 08:21:37 am**

Would you kindly dorf me? I want to be a part of this in *some* way.  
Name:Lopo  
Profession:Miner



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 21, 2011, 10:29:49 am**

downloading. will get it done within the next few days.  
but right now i require sustanence so.

Edit:  
This is a artifact fortress,  
This is deathgate, it is adorned with 434 animals what?  
This is deathgate, the pages for the dead cats alone is at least 10 screensworth.

first order of buisness to stop my fps from crashing: all the useless animals bar a breeding pair, are going striaght into magma.  
second order: everywere that dosent lead to anywere is getting sealed up  
third order: bulk up the millarery and try find out why we have an engraver with just 1 arm and no legs dragging theirselves across the floor.

Second edit:

Permission to use the hack programn DF clean?  
im on 8fps here. its gonna take an age to get my year done.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 21, 2011, 03:24:37 pm**

Karakzon - Good luck with your efforts.

Also, some amusement here:  
Quote from: Dariush's avatar subtitle:  
I don't think I !!am!!, therefore I !!am!! not  
Quote from: Dariush on August 21, 2011, 02:22:15 am  
Yes, I am. ;)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 21, 2011, 03:29:18 pm**

i think its best if you pass me. ive been on this for 4 hours and im still not past granite.  
My laptop is not up to this.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 21, 2011, 03:30:31 pm**

Crap. Thought I had more time to prepare. I've got two days off, tomorrow and the next day. But today is not a day I can start this.  
Also, I've never used DF Clean, but if it would help FPS that much does anyone mind if I give it a go? It would be sad if more worthies like Karakzon were not able to take turns due to FPS death.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 21, 2011, 04:00:55 pm**

dfclean from dfhack? It would help but it wouldn't fix everything. We still need to cage all the roaming animals and reduce the amount of fluids being calculated. Destroying some of the stone we've stockpiled will help too.

Of course, with hell being breached and 3 caverns open, it's going to be rather slow regardless.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 21, 2011, 04:03:26 pm**

Just trying to do what I can. My turn when I get to it will likely consist of me trying to reduce/cage/pasture all the animals. That and wall up extra paths. Not sure I should be the one to tackle fluids, I can imagine that ending with disaster. That or me deciding to try and breach HEAVEN so as to have a platform to drop said fluids from.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 21, 2011, 04:08:29 pm**

what i can gather:  
the new forges have an open magma pit, so they can be used for animal disposal.

the new farms have an open with no way to cut off the flow link to the last cavern layer, so weve got alot of fluid calculations from their.

theirs also a engraver who only has one arm dragging themselves about...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 21, 2011, 04:13:09 pm**

Engraving is the best use for a one armed no legged-dwarf. They see the world from an entirely different perspective.

Ok. I'm off for the day. I can start my turn tomorrow. If someone would rather take a crack at this ahead of me, I am totally fine with this. Move me to the end of the list.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 21, 2011, 05:56:58 pm**

Karakzon, do you wanna pass or skip your turn?  
If you pass I'll end you to the end of the list.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **roboHobo** on **August 21, 2011, 07:47:34 pm**

Hi Guys, this is pretty cool.  
I have an idea. Is it possible to nickname ghosts?  
I'd like to be ghost dorfed!  
If it isn't too much inconvenience I'd love to be a constantly partying undead dwarf.

Name: RoboHobo  
Profession: Partying!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 22, 2011, 02:13:03 am**

Quote from: Karakzon on August 21, 2011, 10:29:49 am

This is a artifact fortress,  
This is deathgate, it is adorned with 434 animals what?  
This is deathgate, the pages for the dead cats alone is at least 10 screensworth.

\*cracks knuckles\* Howzabout this?

Rashinod Okbodgeshud "Deathgate the Doom-Fortress"

This is an artifact fortress. All craftdwarfship is of the maddest quality. It is adorned with rings of text. It menaces with spikes of animals. It is decorated with adamantine awesome. On the fortress is an image of Overseers in demon blood. The Overseers are cackling insanely. On the Fortress is an image of animals and CPU. The animals are milling about. The CPU is in the fetal position. On the fortress is an image of the BATTERY and physics. The Battery is producing power from nothing. The physics is weeping. On the Fortress is an image of dwarves and demons. The dwarves are striking menacing poses. The demons are decomposing. On the fortress is an image of dead cats in cat bone. The cats are self-referential.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 22, 2011, 05:01:31 am**

strike me from the turn list :P ide not be able to run this beasty unless someone managed to get the fps way up.  
  
and masterfully done Blade Master.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 22, 2011, 04:03:28 pm**

"borrowing time" on a better computer than my own. Downloading save. Hoping for the best.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **August 22, 2011, 06:10:47 pm**

I would forgo decapitating goblins to take a turn. I'll take #25, if there are no objections.  
  
And preferably dorf'd. (I'm not picky, just want my name)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 22, 2011, 08:13:17 pm**

You've been added as turn 23.  
  
New overseers get priority.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Kelsa** on **August 23, 2011, 01:19:56 am**

I'd like to get dorfed (but don't think I have time for a turn); I've had a lot of fun reading this story and hope to see more.  
  
Name: Whiney McBrokeLeg  
Job Name: Bitchy hanger-on  
Profession:  
\* any dwarf which has previously had a broken limb (change name to "brokearm" if appropriate) but is currently in good health; preferably from a cave-in but that would be tricky to backtrack. Best case is a peasant or some other worthless SOB.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 23, 2011, 10:08:48 am**

argh. Unforeseen difficulties w/ computer. *Please* put me at the end of the list, but right now I can't seem to get the thing running. Looks awesome, though, and I want to get a turn to leave my mark.  
  
For the record, it's not the FPS, though. I got a reasonable rate (except for interrupting ghosts)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **August 23, 2011, 11:24:10 am**

Looks like I'm up, right on the day before I move to college. I don't know what my timeframe looks like each day, but I should be able to do my entire turn with short bursts within the course of two weeks. Is that alright?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 23, 2011, 07:39:16 pm**

a series of unfortunate events for Deathgate, no?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 24, 2011, 12:15:39 am**

Long uninterrupted periods of runtime were not to be had. I want in on this, I just didn't have any time outside of work like I thought I would.  
That and I need to install whatever crazy tileset you all were using, because I can't make head nor tails of how using it changed the ascii tiles.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **DeadlyDodo** on **August 24, 2011, 08:58:15 am**

My god, this is epic, truly epic.  
I've spent the last 2 days reading this thread and I'm determined to join the next Deathgate succession game (this game will probably kill

Keep up the dwarfy awesomeness!

Phoebus' Graphic Set (<http://www.bay12forums.com/smf/index.php?PHPSESSID=7cb4c6b601312f89bfe8c36d462a6e75&topic=57557.0>) is what I was using. At least one other was using it too.

moar deathgate!

Quote from: AnimaRytak on August 17, 2011, 03:37:46 pm

Oh, SHIT!!!! I'm probably next... \*gulps\* And I STILL don't know how to upload the save! Damn, I'm an idiot...

Quote from: UristMcHuman on August 24, 2011, 09:55:06 pm

Quote from: AnimaRytak on August 17, 2011, 03:37:46 pm

Has Nickname (29)

'Al' Sokannil

'Alkhemia' Lavenstinthad

'Atomic Avocado' Oddomthortith

'Baelor' Dogikuzol

'Blade Master' Akrulegul

'Cappstv' Fikodlilum

'Conan II' Degellular

'Cptn Brunon Von Stoven III' Alathathel

'Dariush' Imushkathil

'Eoganachta' Morulsom

'Germane' Idasrer

'Gog' Degkol

'Grazz' Kadolsterus

'Iggy McNatz II' Unibeddud

'Irony' Moruloltar

'Jamesadelong' Etostgusil

'Jigamor' Rakustrungak

'JohnnyDigs' Likotekast

'Karakzon' Usiravuz Gadan Anam

'Narqulie' Nishlolor

'Noodle' Oddomistbar

'Ouroboros' Moruliton

'Sekra' Atolamost

'Sinpwn' Kathilnish

'Tryrar' Inethkurik

'Turdbeard II' Dorentoral

'UristMcHuman' Leksarvesh

'Vector Qwerk' Nakaslolor

'Yelesom' Nanirsigun

Everyone has been redorded except for Lord Allagon, since we have no hammerer.

Save: Download (<http://dffd.wimbli.com/file.php?id=4854>)

Tryrar, you have the floor.

Oh, SHIT!!!!!! I'm probably next... \*gulps\* And I STILL don't know how to upload the save! Damn, I'm an idiot...

No worries, we were all there once.

Just go into your df folder, go into data, open the save folder, and copy your region folder for the save.

paste it outside of the df folder for simplicity, archive it using a zip program, and upload it to the file depot. The link is on the Bay12 page. You'll need to make an account, of course.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **August 25, 2011, 01:10:37 am**

dorf me.  
preferably a hammerdwarf  
gatta say this is up there with boatmurdered minus the elephants

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **mideg** on **August 25, 2011, 02:16:36 am**

I'd like to be dorfed. Military would be cool, but no preferences. Thanks in advance.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **August 25, 2011, 09:34:57 am**

Dorf me please! If possible, a doctor named "The Mad Fool", title of "Quack".

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 25, 2011, 10:08:16 am**

Quote from: Blade Master Model 42 on August 24, 2011, 10:17:50 pm

Quote from: UristMcHuman on August 24, 2011, 09:55:06 pm

Quote from: AnimaRytak on August 17, 2011, 03:37:46 pm



Everyone has been redorfed except for Lord Allagon, since we have no hammerer.

Save: Download (http://dff.d.wimbli.com/file.php?id=4854)

Tryrar, you have the floor.

Oh, SHIT!!!! I'm probably next... \*gulps\* And I STILL don't know how to upload the save! Damn, I'm an idiot...

No worries, we were all there once.

Just go into your df folder, go into data, open the save folder, and copy your region folder for the save.

paste it outside of the df folder for simplicity, archive it using a zip program, and upload it to the file depot. The link is on the Bay12 page. You'll need to make an account, of course.

Argh. I still don't understand. I'll give my turn for someone else, then. Succession games still sound difficult to both down- and up-load.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 25, 2011, 12:35:28 pm**

Quote from: UristMcHuman on August 25, 2011, 10:08:16 am

Quote from: Blade Master Model 42 on August 24, 2011, 10:17:50 pm

No worries, we were all there once.

Just go into your df folder, go into data, open the save folder, and copy your region folder for the save.

paste it outside of the df folder for simplicity, archive it using a zip program, and upload it to the file depot. The link is on the Bay12 page. You'll need to make an account, of course.

Argh. I still don't understand. I'll give my turn for someone else, then. Succession games still sound difficult to both down- and up-load.

It's really not. It's the same as save-scumming (which I'm going to assume you don't do. Congratulations on being an honest dwarf!), plus uploading/downloading the save from the DF File Depot. Is your trouble the online upload/download part? or is it the "how to find the save in the DF folders"?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 25, 2011, 01:42:14 pm**

No, I don't save-scum. And thank you.



And my trouble is uploading the save to DFFD. And posting a link to it.

What would happen if someone just downloaded the save and played it for themselves?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 26, 2011, 12:00:52 am**

Quote from: UristMcHuman on August 25, 2011, 01:42:14 pm

No, I don't save-scum. And thank you.

And my trouble is uploading the save to DFFD. And posting a link to it.

You're most welcome. It's cool to see people playing that part of the game in the spirit it is intended. It's a hard temptation.

The upload part involves having an account in the DFFD - then you get options for uploading things (in the top buttons, next to "search"). Clicking on that brings up the upload screen. Have a compressed file version of your save folder ready to upload.

Quote from: UristMcHuman on August 25, 2011, 01:42:14 pm

What would happen if someone just downloaded the save and played it for themselves?

Then they would split the time space-time-contium, creating a branched universe all of their own.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 26, 2011, 03:18:45 pm**

Quote from: Flaede on August 26, 2011, 12:00:52 am

Quote from: UristMcHuman on August 25, 2011, 01:42:14 pm

What would happen if someone just downloaded the save and played it for themselves?

Then they would split the time space-time-contium, creating a branched universe all of their own.

Is that a good thing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 26, 2011, 03:26:51 pm**

Quote from: UristMcHuman on August 26, 2011, 03:18:45 pm

Quote from: Flaede on August 26, 2011, 12:00:52 am

Quote from: UristMcHuman on August 25, 2011, 01:42:14 pm

What would happen if someone just downloaded the save and played it for themselves?

Then they would split the time space-time-contium, creating a branched universe all of their own.

Is that a good thing?

It means you get to play around in your own version of the hell-fortress, so I guess good?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 26, 2011, 03:38:50 pm**

Quote from: Flaede on August 26, 2011, 03:26:51 pm

Quote from: UristMcHuman on August 26, 2011, 03:18:45 pm

Quote from: Flaede on August 26, 2011, 12:00:52 am

Quote from: UristMcHuman on August 25, 2011, 01:42:14 pm

What would happen if someone just downloaded the save and played it for themselves?

Then they would split the time space-time-contium, creating a branched universe all of their own.

Is that a good thing?

It means you get to play around in your own version of the hell-fortress, so I guess good?

Sweet!!! I get to see what Hell is like for the first time! Yes, I'm still quite new. And when I said I get to see what Hell is like, I mean both the place and what the inhabitants try to give me. This is gonna be both fun and !!FUN!!.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 26, 2011, 04:09:16 pm**

Well, it should be noted that, as is, deathgate is pretty secure. The initial rush from the underworld was defeated some time ago, and demons in hell will only atack if a suitable victim is close enough. So strictly speaking, considering the bunker, you probably won't really get the 'hell' experience.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **August 26, 2011, 04:24:35 pm**

Are you actually in the demonic fortress, and are you beyond the lowest level?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 30, 2011, 12:50:26 am**

Still waiting on scaliper.

Honestly we've hit a major snag here. So many skipped turns in such a short time!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **August 30, 2011, 01:38:39 am**

Quote from: AnimaRytak on August 30, 2011, 12:50:26 am

Still waiting on scaliper.

Honestly we've hit a major snag here. So many skipped turns in such a short time!

Arh! I would so take a turn but I've got so many exams and assignments to do I'm considering yelling at someone in charge just to feel better. :'( I'll be a few weeks until I've got any time so I can't make any promises. We must feast on plump HELLmets!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 30, 2011, 05:44:15 am**

the main problem is the hatchery. any new oversear would need a pritty good computer and to destroy the nest box's as well as kill off a large amount of the animals. Or use DF liquids to spawn 1/7 depth magma on all the tiles in that room and lock the door.

eather way, without sorting some fps issues, youll not get many people who are even able to run the thing.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 31, 2011, 04:25:12 am**

Well, I suppose I could take a turn to purge the fort of any and all lag causing parts (and maybe a few dwarves...). A little Dwarven Inquisition might be good for Deathgate.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **August 31, 2011, 06:11:26 am**

Please do so we can get the regular rotations rolling along again!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 31, 2011, 06:52:58 am**

**Year 764, Fourth of Granite,  
Private Record of the Prophet, Herald of Armok**

I have arrived at the fortress known to outsiders as Deathgate, the one that we have named the Crucible. I, the Herald of Armok, have been tasked by the High Father to conduct a sacred ritual for our Lord here. This land has seen untold bloodshed, as it is here that our heathen brothers pierced the burning hells and unknowingly gave offerings to Armok. The tribunal has taken the reconquest of hell as a sign that the times are changing and that our Lord will return to this realm. But before his return can be assured, the crucible must be prepared for him. A ritual is required. To this end, I have incapacitated the current overseer, one dwarf named Narquille, and taken the fortress for my Lord.

I expected resistance to my sudden coup, however I am surprised when the residents accept me as their new leader without any complaints. Apparently, in Deathgate, each overseer only lasts around a year before being deposed, stepping down, or going batshit insane and the previous overseer had overstayed his welcome after half a year. None the matter, this only makes my job easier.

After a few hours of exploring the fortress, I determined my first course of action.

**KILL ALL THESE GOD DAMN ANIMALS!**

Armok damn it! There's a ton of animals here. Almost 500 of them! They've not even in cages! There roaming the halls, sleeping in the dining room, shitting in the kitchen, eating old socks, disgusting! Armok hates these damned creatures and so do I but apparently these cocksuckers have some kinda hippy commune going on in here if all these animals are any indication. My first act as overseer is to order every last animal in Deathgate put to death. If any of these hippy bastards have an issue with it, I'll shave their beards off and weave them into toilet paper for my hairy, dwarven ass!

There shall be Blood for the Blood God!

(Right so, 28 pages of animals. I'm going to kill them all. Any suggestions on the dwarfiest way possible? Atom Smasher? Lava Bath? Pitting them into hell? Forcing them into a tiny room to do battle with one another?)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 31, 2011, 06:57:51 am**

Throw them into hell, they might actually kill demons through sheer number. I

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 31, 2011, 08:16:32 am**

If a squad of ~30 or so goblins and trolls can kill a few demons, I'm pretty sure +500 animals should be capable of inflicting significant damage.  
I'm thinking of making a 1x1 dropchute going all the way down to hell where the animals are pitted in.  
There should be a floor hatch to keep the animals from falling, and once you get all 500 in, release the floor hatch via lever and have them all fall down.  
If I recall my dwarven physics lessons correctly, a few of the animals will splatter, but they will also cushion the fall for all the other animals.  
If for some reason it fails, well at least its gonna make one hell of a splash.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **August 31, 2011, 08:42:40 am**

500 animals descending into Hell at once? I have one request - as there are no handbaskets in DF, at least send them with a bucket.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 31, 2011, 08:58:18 am**

"To Hell In A Bucket", now that's dwarfy.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **August 31, 2011, 09:04:12 am**

I had another thought. Pitting them onto a floor made of floor grates. So when the animals die we can strain out the organs and easily harvest their blood for Armok.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **August 31, 2011, 09:15:10 am**

Quote from: AnimaRytak on August 31, 2011, 09:04:12 am  
I had another thought. Pitting them onto a floor made of floor grates. So when the animals die we can strain out the organs and easily harvest their blood for Armok.

8)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **August 31, 2011, 11:59:27 am**

You could create a blood storage vat and require soldiers to bathe in it before combat. Upon return from combat make them wash the blood into the vat. Eventually there will be pages of blood, and it might be useful for reducing lag.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **August 31, 2011, 01:47:50 pm**

to make a vat, youde have to make 2/7 water depth, and even then, unless you pour in epic quantitys of blood, alot will just splatter onto the container walls.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 31, 2011, 07:54:43 pm**

well we do have a nearly epic quantity of slaughterable tender.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **August 31, 2011, 08:05:27 pm**

I say either butcher or atom-smash. If we pit them all into hell, the only thing it'll end up doing is making a god awful miasma spewing mess. Which, I think, would be *worse* for the fps than current conditions.

Unless of course they survive the drop, in which case the same amount of pathfinding for those animals in spent on the damn things strutting around in hell.

Make me a sandwich instead.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **August 31, 2011, 08:17:30 pm**

I just want to see them all go splash.  
To prevent miasma problems, you could also dig out the ground above the drop chute so that hell will see the first rays of surface light.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 01, 2011, 04:49:34 am**

**Private Record of the Prophet, Herald of Armok**

In order to harvest the blood for our Lord, I have ordered a 26 z-level shaft dug out. The foul beasts will be kicked down the shaft, where they will be fall to their death on an obsidian grate. The organs should stay on top of the grate and the blood should fall into the vat. Despite my orders that the job be immediate complete, the halls are so cluttered with animals that it takes for seemingly ever to dig out the tunnel.

**Slate, 6th**  
The drop is almost done. All that is left is to place the floor grates. Armok shall have his blood!  
On a side note, I've ordered animals stuffed in the cage. For easier murdering.

**Felsite, 8th**  
My patience has run out! These slow moving cocksuckers still have not finished our blood-harvesting shoot for Lord Armok!

I'm amazed to find out that we are under attack by Goblins. This isn't a new attack, apparently these slack-jawed hoopleheads have been milling about the outside of our fortress, "siegeing" us for months now. Really? We have a fortress in Hell and use Goblins as suicidal.

**Felsite, 13th**  
IT IS COMPLETED!  
I've ordered every animal thrown into the shaft! Oh Armok, he shall be so pleased!

It is time for our inaugural sacrifice!

Spoiler (click to show/hide)  
A small forest bird known for the distinctive flaps of skin hanging from its face. It is prized for its meat.  
He is gigantic with incredible muscles. His feathers are brown. His skin is pink. His eyes are black.

This is our first sacrifice. Oh I bet he has so much blood in that little body of his! He's kicked into the hole.



Spoiler (click to show/hide)



Stray Poult mutilated corpse  
Stray Poult head  
Stray Poult right upper leg  
Stray Poult left upper leg  
Stray Poult right wing  
Stray Poult left wing  
obsidian Floor Grate  
Open Space

BLOOD FOR THE BLOOD GOD! LET THE SACRIFICES BEGIN!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 01, 2011, 04:51:13 am**

This is like a Mafioso message, to the demons in hell...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 01, 2011, 04:58:10 am**

Hmm, doesn't seem to be harvesting the blood like I had hoped.

Oh well, at least we have meat salsa!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 01, 2011, 08:28:44 am**

**Malachite, 1st**  
By Armok, there's a lot of fucking gore at the bottom of that shaft. At least 300 animals have been kicked down there, mostly turkeys and cats, and somehow we still aren't done. There's so much MEAT at the bottom of the shaft that its starting to stink up the joint. (Seriously guys, there's like 100 pages of gore on that one tile.) But at least Armok is pleased and I'm not stepping in turkey shit every five seconds trying to walk from my room to the pisser at night. I'm tempted to kick the goblins down there too, but Armok prefers their blood be shed in battle. Well, less battle, more accurately it's them flailing about naked while my champion cuts him from throat to pisser but who needs semantics.

I've determined what we shall put in our Doomburgers from now on. God there's enough of the stuff.

Stray Dog mutilated corpse  
Stray Dog tail  
Stray Dog left rear leg  
Stray Dog right rear leg  
Stray Dog left front leg  
Stray Dog right front leg  
Stray Dog head  
Stray Dog mutilated corpse  
Stray Dog tail  
Stray Dog left rear leg  
Stray Dog right rear leg  
Stray Dog left front leg  
Stray Dog right front leg  
Stray Dog head  
Stray Dog mutilated corpse  
Stray Dog tail  
  
Inside Dark Subterranean  
Enter: View  
f: Forbid d: Dump m: Melt  
ESC: Done -\*/: Scroll

Not shown: 99 other pages of body parts.

On another note, I've decided to start destroying some of the piles of stone we have around here in an atom smasher. Frankly there's a ton of it and I'm sick of looking at it. Also, our mechanic, some heathen hooplehead named Noodle, insists he can build "the best damned dwarven atom smasher this side of Fistmachines". I let him tinker, knowing if he fails me, he shall be punted into the Shaft of Chunky Meat-Salsa along with the rest of the Armok-damned miasma.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **noodle0117** on **September 01, 2011, 09:44:34 am**

Man I am just loving this.  
Have any of the animals miraculously survived?  
Are the walls at least completely painted red now?  
And will we actually use these body parts for food?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **September 01, 2011, 10:04:30 am**

1. Nope. All have died. Even with the big cushion of meat I assume everything is still being stabbed to death by bones.
2. Oddly, no. But there is a odd pool of blood that stands about 3 z-levels tall.
3. Sadly no. It's all rotten into miasma now. Even if we wanted to recover it, with the way we're going it would take forever to recover any.

On the bright side, most the animals have been put to death. Once I finish with the stone cleaning and (with help of dfhack) a little cleaning and purging of useless junk, the framerate might come up again.

On the other hand, murdering everyone's pets might just lead to a very, very brutal tantrum, since the current insane loon overseer seems likely to promote an axe dwarf to the position of Captain of the Guard.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Karakzon** on **September 01, 2011, 11:25:57 am**

well, if death gate can survive a spiral, maybe by assasinating only specific dorf pet animals at a time wile their locked in a containment room, then well have beaten 3 of the big 5 deaths of a fortress.

1. Forgotten beast syndrome
2. tantrum spiral
3. Clowndom
4. loyalty cascade
- 5.FPS standstill

so far weve only survived 1 of the 4. im confident its only a matter of time. ^^

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **September 03, 2011, 09:59:10 am**

**Malachite, 26th**

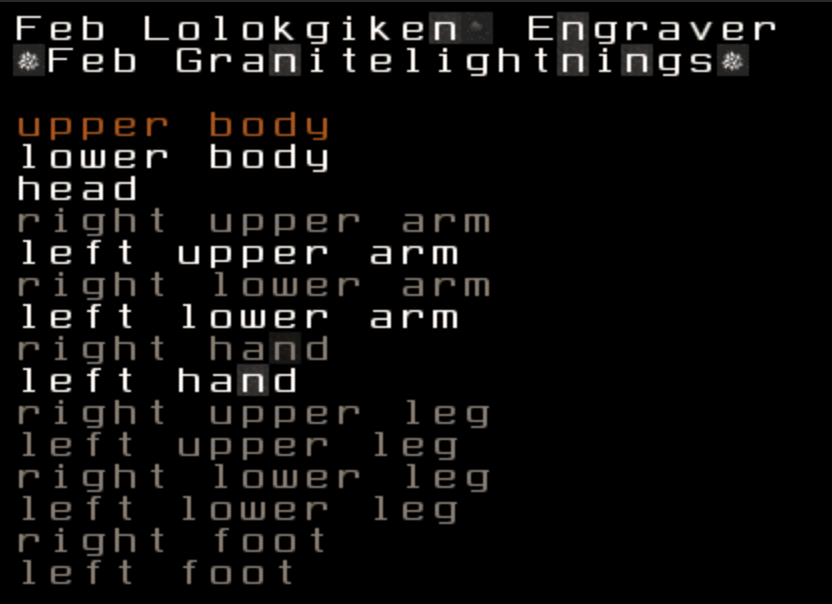
Preparations are underway to smash all the useless stone we have lying around, however matters are complicated by the number of designated dump zones throughout the fortress. This is a time consuming project, one that probably should never be accomplished. None the less, Armok's whim is his own.

As the hauling continues, I've ordered BATTERY to be temporarily shutdown. While it is a masterwork of dwarven engineering, I'm afraid the amount of time spent pulling turkey corpses out of the gears is taking from my cleansing of this place. However, it seems nigh impossible to disable due to an inane intake system. Even without any water flowing in, it still runs. How is this possible?

I've noticed half of our fortress has been moved below ground, deep, deep below ground. Completely excavated and smoothed out, the sub-fort is almost ready for habitation. I approve the request to finish construction and order beds, cabinets, and doors installed where required in addition to approving construction on a few new workshops. There's enough housing down here to move the entire fort, if one desired.

**Malachite, 31st**

I take back what I said about these hoopleheads.



How the HELL is that dwarf still alive? She's got one damn arm and no legs and STILL is doing work around the fortress. By Armok that is some terrifying shit.

Spoiler (click to show/hide)

Feb Lolokgiken has been quite content lately. She had a pretty decent drink lately. She received food recently. She slept in a fantastic bedroom recently. She had a fine drink lately. She has been tired lately. She had a nice bath recently. She has been satisfied at work lately. She sustained major injuries recently. She is a faithful worshipper of Mistem Pillarlute and a worshipper of Moldath. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is an enemy of The Rhyming Nightmare. She is eighty-five years old, born on the 20th of Sandstone in the year 678. Her copper eyes are somewhat narrow. She is very skinny. Her hair is straight. Her very long hair is braided. She has high cheekbones and she has an angular chin. Her lips are thick. Her nose is broad. Her nose bridge is somewhat concave. Her left upper leg is gone. Her right upper leg is gone. Her right upper arm is gone. Her cinnamon skin is wrinkled. Her hair is pale taupe with flecks of gray. She is quite quick to heal and slow to tire. Feb Lolokgiken likes jet, black bronze, green diamond, walrus leather, amber, turtle shell, the color yellow and bracelets. When possible, she prefers to consume elk, bird, seahorse and strawberry wine. She absolutely detests large roaches. She has meager creativity, a meager kinesthetic sense, a shortage of patience and next to no empathy. She is comfortable in social situations. She occasionally overindulges. She isn't given to flights of fancy. She appreciates art and natural beauty. She has a good awareness of her own emotions. She is modest. She tends to stretch out when she's bored. She needs alcohol to get through the working day. She is getting used to tragedy. A short, sturdy creature fond of drink and industry.

And she's HAPPY. Just what the hell has happened here to make triple amputation a "minor inconvenience"?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 03, 2011, 10:00:24 am**

The sub-fort?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 03, 2011, 10:07:44 am**

Yeah its down there a few levels above hell. It's mostly done, just needs things installed. Half the stockpiles are already down there, among other things. I might as well finish it up.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 03, 2011, 06:24:22 pm**

Quote from: AnimaRytak on September 03, 2011, 09:59:10 am  
And she's HAPPY. Just what the hell has happened here to make triple amputation a "minor inconvenience"?

I love this fort.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 03, 2011, 08:29:55 pm**

I think the scareist thing is, when I took that screenshot, Feb was doing a combat drill.

Yes, she was still on active duty in the military.

Deathgate, our dwarves are hardcore.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **kerlc** on **September 04, 2011, 11:55:49 am**

this is REALLY AWESOME! good work! :bow:

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 04, 2011, 02:29:13 pm**

**Galena, 27th**  
Although their tenacity is impressive, the amount of injured, maimed, and otherwise useless dwarves that still inhabit this fortress has become a burden. The only dwarfy way to handle this problem is to sacrafice them to Armok so they may be at peace. As such, I've devised an ingenius system for the killing them in a humane fashion.

By ~~being kicked falling~~ jumping to their deaths of course!

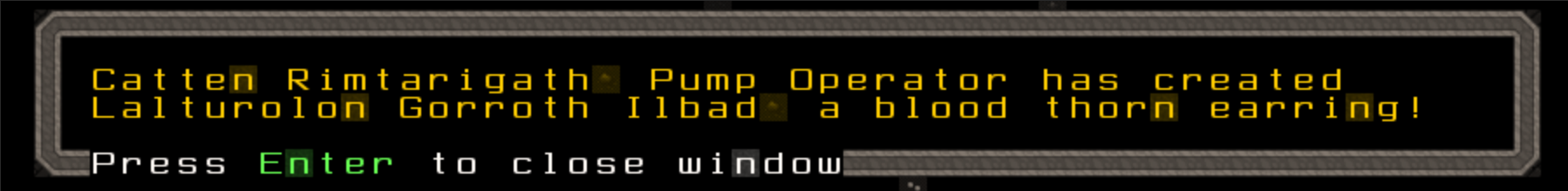
Of course, dwarven sacrifices require a little more... flair than just a pit. So I've ordered the construction of an obsidian pyramid, decoared with red stone, to be constructed in order to conduct dwarven sacrifices.

Blood shall flow for Armok!

**Galena, 28th**  
Catten Rimtarigath, a pump operator, has been taken by a fey mood. He claims a craftsdwarf workshop. Hopefully he makes something in reference to Armok, else he might end up on the sacrificial altar.

**Limestone, 6th**  
Despite my absolute and unquestioned authority, the dwarves have refused to pit the remaining animals despite my repeated threats of "blood for armok". Some have said the pit simply wont handle anymore organs but I know better. Further investigation is required.

**Limestone, 13th**  
Catten has finished his craft.



This isn't for Armok.

Spoiler (click to show/hide)  
This is a blood thorn earring. All craftsdwarfship is of the highest quality. It is decorated with tunnel tube and encircled with bands of lead and diorite. This object is adorned with hanging rings of fox leather and menaces with spikes of blood thorn. tunnel tube and hornblende. On the item is an image of a square in silver. On the item is an image of Beachedpraised the adamantine battle axe in blue peafowl bone. On the item is an image of Cog Cityyear the dwarf and dwarves in gold. Cog Cityyear is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Cog Cityyear to the position of queen of The Basement of Murder in 152.

I've ordered him flogged for disregarding Armok in his art. However, I offer leniency since the battle-axe is very well engraved.

**Limestone, 23rd**  
→Some migrants have arrived despite the danger.

Not really the wisest of choices for our fellow dwarves. However I can't really blame them. If your choices are getting punched to death in Fistmachines or triple amuptation, I think most would take the triple amputation.

Oh well, More blood for the blood god! More skulls for the skull throne! More meat for the meat salsa!

**Sandstone, 13th**  
As work continues, I've looked over the state of Deathgate's military and find out we have a paltry force. Numerous goblin invasions, combined with the fact we invaded and conquered freakin' hell in Armok's name, has left us with a pathetic force. Although grizzled, well-trained, and equiped in adamatine, our army is a tiny force. Time for some conscription!

**Sandstone, 15th**  
I've conscripted 10 ~~usless peons~~ noble followers into the once-fallen squad, the Confederations of Ink. However, these ten dwarves will not be training just yet. Instead they will be mining for a year to toughen them up. Following that, they should be trained in wrestling, followed by either Axe training or hammer training. These ten dwarves shall, hopefully, become the champions of Armok.

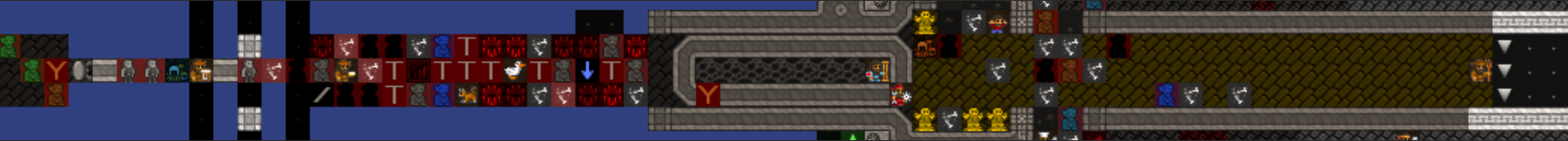
Or floor warmers, whichever comes first.

**Sandstone, 20th**

Construction on the foundations of the monument to Armok has begun, although progress is hampered by finishing the cap on the volcano and by work on Hell's Breach. However, I am confident that this monument will satisfy Him.

**Sandstone, 23rd**

As I overlook the construction of the monument, I've noticed that our front entrance is a bit, dirty.



Look at all those troll bodies dirtying up our road. By Armok there's a ton of them. I'm already aware of the two dozen trolls and two dozen goblins stinking up our dungeons but do we really need them smelling up our bridge? They've spilt their blood for Armok, time to go into the magma or something.

**Timber, 23rd**

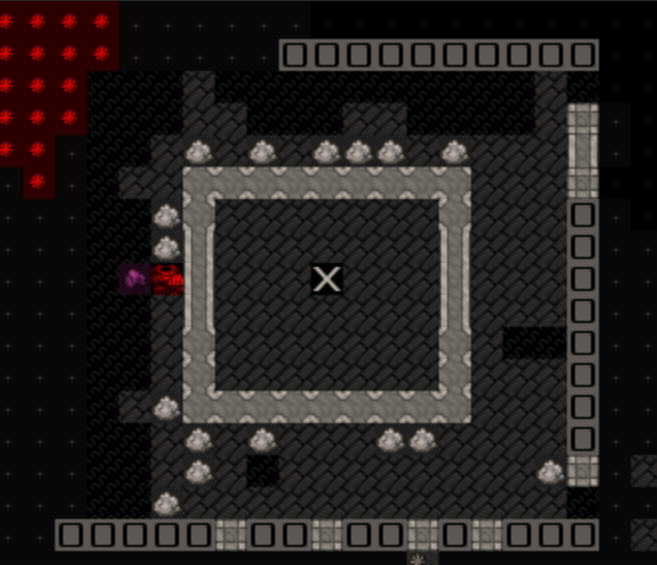
At long last, the great volcano has been capped. This means that foul demons cannot burst onto the land. It also means we have a nice, warm terrace for the spilling of blood for Armok.



With this finished, focus can shift to Armok's monument and Hell's breach.

**Timber, 26th**

A fire demon has appeared at the construction site of Hell's Breach. Although he cannot enter the fortress, he has halted construction. I order the marksdwarves into the breach, where they can rein bolt-y death on the foul demon.



**Moonstone, 7th**

Our veteran marksdwarves engage the Haunt of Fire.

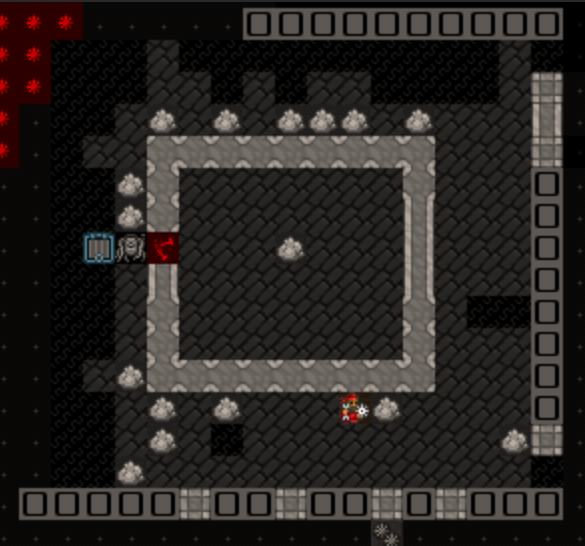
However...

```
The Haunt Of Fire jumps away from The flying ({{iron bolt}})!
The flying ({{iron bolt}}) misses The Haunt Of Fire!
The Haunt Of Fire jumps away from The flying ({{iron bolt}})!
The Haunt Of Fire is caught in a burst of haunt of fire flames!
→The flying ({{iron bolt}}) strikes The Haunt Of Fire in the upper body
breaking away the tissue!
```

Is it dead or did it run like a bitch? I don't know how these cocksuckers work. As far as I'm concerned they're an abomination. They don't have any blood to spill!

Either way, victory is ours.

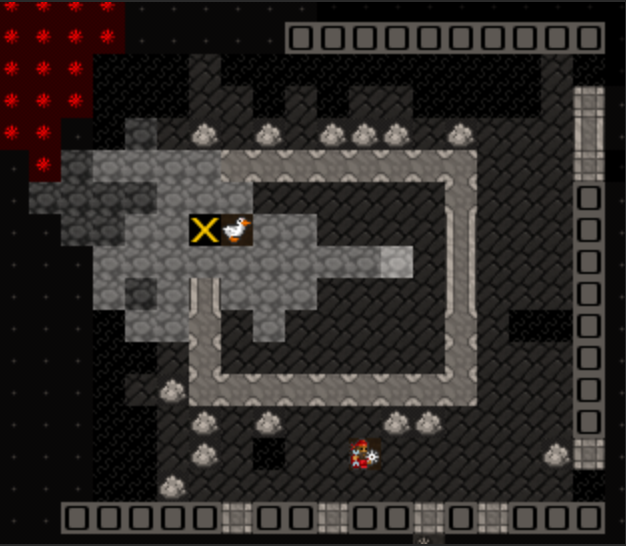
Or so I thought.



Just as I order construction restarted, Nekol Gosmerkor, a forgotten beast, jumps onto the raised platform. With the military already on there way to the barracks, Jamesadelong is the only person around. Too bad for him, the beast is standing between him and the only exit. I order the military back into the breach. But I already know Armok is going to have his daily blood.

Jamesadelong runs around the security room while the forgotten beast chases him. With superdwarvenly speed, he makes it to the trap door as the beast circles back around to him. However, he cannot open the trapdoor.

A god damn duck is sitting on it, holding it down. (No seriously. I didn't grab a screenshot, but there was duck sitting on it and apparently holding it closed.) With his escape cut off and the beast approaching, he takes off again. Just as the beast approaches the stairwell, something odd happens.



It fires out a blast of frozen extract. James is lucky and spared the blast, but the beast still stands between him and survival. He takes off again as the beast readies another blast of extract...

*To be continued...*

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **September 04, 2011, 06:42:57 pm**

Quote from: AnimaRytak on September 04, 2011, 02:29:13 pm

I've devised an ingenius system for the killing them in a humane fashion.

Humane?

Quote from: AnimaRytak on September 04, 2011, 02:29:13 pm

By ~~being kicked~~ ~~falling~~ jumping to their deaths of course!

You had me worried.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 04, 2011, 07:29:11 pm**

Quote from: Umune on September 04, 2011, 06:42:57 pm

Quote from: AnimaRytak on September 04, 2011, 02:29:13 pm

I've devised an ingenius system for the killing them in a humane fashion.

Humane?

You know, causes of death that involve exploding into gore, burning to death, mauling, and multiple catastrophic organ lacerations. Death by old age is just barbaric for dwarves.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 04, 2011, 09:47:08 pm**

When we last left off, Jamesadelong is running for his life from a Forgotten Beast, in Hell. Can he survive?

**Moonstone, 9th**





I don't think he's gonna make it.  
Oh Lord Armok, please accept this offering of blood. And make his death a gory one!

Another huge blast of breath booms out, covering the area in dust. James is knocked off the platform and lands on the ground of hell. The beast descends on the mechanic and lets loose another blast.

He loses consciousness as his arm is snapped.

As the brutality continues, the fortress champion, Karakzon arrives. This dwarf is a god damned legend within the fortress. Incredibly agile, amazingly strong, nearly inexhaustable, and made of iron, he wields the legendary adamatine spear, Umidirtir Minkot Ibesh. I order him into battle. He responds with a terrifying grin and charges through the brink.



Karakzon strikes the first blow. The insane bastard BITES the damn forgotten beast in the lower body, fracturing the beasts bone. The beast pulls back, only to be met by a fury of spear stabs that gashes the beasts leg. He dodges the counter attack and twists his spear in the wound and kicks the beasts wing, shattering it. He stabs the beast yet again before biting it in the chest.

The fighting is furious and woefully one sided. Karakzon, true to his fame, continually manhandles the forgotten beast. To its credit, the beast takes a tremendous beating. During the course of the fight, the beast tries to flee. When the other solidiers arrive and open up the floor hatch, it bursts through.

The beasts fortunes have run out. Now outnumbered, the beast can only flail about helplessly as the Death-Hammers of Wrath descend like locust. I cannot help but feel a great pride as they spill blood in the name of Armok.

After a brief, brutal skirmish, Nomal Zasitlikot beheads the beast.



Amazingly, Jamesadelong survived the encounter with only a broken leg. Of course given the quality of Deathgate health care, he might never walk again. But he has survived.

Deathgate stands unvanquished.

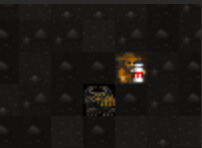
**Moonstone, 10th**

Doren Ulabshorast has been possessed and claimed a Mason's workshop. Eventually he crafts some useless diorite grate.

**Moonstone, 23rd**

With hell temporarily secure, I've allowed the dwarves to collect the bodies of the dead and some of their adamantine equipment. Construction continues at a frenzies pace. A gate has been erected and connected to a lever in the new sub-fort.

However progress is interrupted when a Grey Phantom begins harassing the dwarves. He begins to chase Kol Rashfiod, a milker, around hell.



Just as I figured, it goes poorly. The first blow shatters the milker's arm and sending him flying. The milker vomits before the gray devil shows off his kickboxing. It's a slow process. The gray phantom seems to delight in torturing the dwarf.



The brutality is epic. The dwarf dies a painful, agonizing death. Armok is happy.



More fighting in hell today. An assassin bug attacks and mauls one of the miners working, Turdbear II. Nomal, with Tryrar and Karazkon's help, slaughters the beast, but not before he grievously wounds Nomal and slashes open Karakzon. Nomal has a broken wrist, but is otherwise fine. Karkazon, however, has a broken spine.

Hopefully our champion lives. Turdbear however, suffocates after the fight. As the dwarves take stock, another assassin bug darts for the group.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 05, 2011, 03:10:51 am**

bite a forgotten beast to death to get hit by a cheep shot spinal injury.

Hope nervous tissure is just bruised, then if the nerve raws have heal in it ill not end up retireing a cripple. at least just yet.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 05, 2011, 03:20:35 am**

May I ask how my dorf is doing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 05, 2011, 05:38:46 am**

Quote from: NRDL on September 05, 2011, 03:20:35 am

May I ask how my dorf is doing?

I second this. Can we have a roll-call of all the dorfed dwarves, please?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 05, 2011, 07:46:16 am**

Thirded. Have I been dorfed yet?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 05, 2011, 10:16:13 am**

That's an awful lot of dwarves to individually look at.  
I like your narration AnimaRytak, fairly simple and not too difficult to read yet provides a nice scope of all the important stuff happening.  
Are we still expanding our base in hell?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 05, 2011, 10:37:29 am**

Ask and ye shall receive.



Hello folks, I'm AnimaRytak, founder of Deathgate. By popular request, I've decided to bring everyone up to speed on the status of the fort. The fort is, in a word, massive. We have 188 dwarves at this moment a good portion of them are maimed. Of course, we'll just focus on essentials for now.

---

The Dorfs!

Algeroth's dorf, **Al**, is one of the dorfs fighting. Just before the last save, he became a Elite Marksdarf. He deserves it too. She's got 13 kills and Grand Master Marksdwarf under her belt.

**Alkhemia** still lives. At some point He made Zarethidor, an artifact wool mask.

**Atomic Avacado** is still farming for some reason. Even though he's a legendary stonecrafter, the best in Deathgate, we keep him busy farming dirt. He created Edanstigaz, a dacite mug.

**Baelor** currently spends his days getting drunk. Although he's a swordorf, and a speardorf, he was never actually added to the military. I should probably rectify this while the poor lad still has a liver. At this rate it'll be a pickle in a week. He does have one kill to hims name though, a goblin at that.

**Blade Master** continues to lead his own company of troops, which consists of himself and another hammerdwarf. He's not fighting in hell at the moment though, he took too long getting his pants on and is racing there now. He's got two kills of note, plus a raccoon. However he did create Edannist Ozor Anzish, a green glass box.

**Cappstv** is alive and kicking as one of our legendary miners. Unfortunately that's all there really is too say about the lad.

**Conan** currently serves as one of our legendary miners and our manager, although one of those duties will probably be passed on to someone else.

**Captain Brunon Von Stoven III** is, despite being a sword dorf, not in the military. Still he makes a good miner and a ~~disposable~~ loyal mason.

**Dariush** is our grand master woodcutter and a grand master bone carver. That's about it, although he apparently has a Grand Mausoleum dug out for himself, rich bastard.

**Eoganachta** is the sole member of his squad of sword dorfs. Despite years of service, he hasn't managed one kill. Still, his loyalty is inspiring. She continues to fight despite two broken toes.

**Germayne** is the head of our marksdwarf squad and is a terrifying marksman in his own right. With twenty six kills to his name, Germayne currently tops our kill board.

**Gog** is our resident goblin dumper and our best brewer. He could turn goblin piss into fine ale but we choose to provide him with better materials.

**Grazz** is supposedly a trapper, a job which never gets done. Mostly he gets by doing hauling work.

**Iggy McNatz** doesn't really have a job. He was a master soaper but without a soap industry we have him doing masonry and mechanics. Oh, and hauling. He does a LOT of hauling.

**Irony** is a legendary miner, legendary engraver, and grand master mason. Making him one of our most productive stoneworkers.

**Jamesadelong** is nursing off his injuries after the forgotten beast mauled him. He'll probably recover, but broken bones never really heal in Deathgate, since we have no plaster powder.

**Jjgamor** is an axedwarf with three kills, one of which was a berserk dwarf.

**JohnnyDigs** is one of our legendary miners. He's currently taking a sabbatical as an architect in hell.

**Karakzon**, our current champion (alongside Germayne) is a legendary speardwarf that wields an artifact spear. With ten kills to his name, he's a beast. Too bad his spine is broken. Which in Deathgate isn't good.

**Narqulie** is the current bookkeeper of the fortress. However, seeing as how he's a legendary miner, a talented carpenter, and a dabbling stoneworker, we don't seem him doing much of that. Still he's the best the fort has.

**Noodle** is currently building stuff in hell. A mechanics work is never done.

**Ouroboros** is the fortress cook, a legendary chef that makes Elzar look like a blind monkey slinging poo. However that's about it.

**Sekra**, one of the first seven dwarves, is still alive and kicking as a legendary grower.

**Sinpwn** is one of our stoneworkers. But that's about it.

**Tryrar** is one of our legendary speardwarves. He has five kills to his name, so he isn't as badass as the others yet. Still, physically, Tryrar is equal to Karakzon, minus the epic spear.

**The Prophet** lives. For now.



**Urist McHumm** isn't in the military. But he damn well should be. He's a legendary marksdwarf.

**Vector Qwerk** is another legendary miner and, like many other miners, taking a sabbatical as an architect.

**Yelesom** is one of our legendary siege operators and the creator of Soloznobot, a marble cabinet. His right hand has a small scar.

That's everyone who's currently dorfed, unless I missed someone.

As for those who haven't been dorfed until now:

**Lord Allagon** hasn't been dorfed as we have no hammerer.

**Kelsa** has just been dorfed as Feb, our resident triple amputee.

[Spoiler](#) (click to show/hide)

Kelsa Lolokgiken has been quite content lately. She had a pretty decent drink lately. She dined in a legendary dining room recently. She received water recently. She slept in a fantastic bedroom recently. She has been tired lately. She had a wonderful drink lately. She was nauseated by the sun lately. She sustained major injuries recently. She is a faithful worshipper of Mistem Pillarlute and a worshipper of Moldath. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is an enemy of The Rhyming Nightmare. She is eighty-six years old, born on the 20th of Sandstone in the year 678. Her copper eyes are somewhat narrow. She is very skinny. Her hair is straight. Her very long hair is braided. She has high cheekbones and she has an angular chin. Her lips are thick. Her nose is broad. Her left upper leg is gone. Her right upper leg is gone. Her right upper arm is gone. Her cinnamon skin is wrinkled. Her nose bridge is somewhat concave. Her hair is pale taupe with flecks of gray. She is quite quick to heal and slow to tire. Kelsa Lolokgiken likes jet, black, bronze, green, diamond, walrus leather, amber, turtle shell, the color yellow and bracelets. When possible, she prefers to consume elk bird, seahorse and strawberry wine. She absolutely detests large roaches. She has a questionable spatial sense, meager creativity, a meager kinesthetic sense, a shortage of patience and next to no empathy. She is comfortable in social situations. She occasionally overindulges. She isn't given to flights of fancy. She appreciates art and natural beauty. She has a good awareness of her own emotions. She is modest. She tends to stretch out when she's bored. She needs alcohol to get through the working day. She is getting used to tragedy. A short, sturdy creature fond of drink and industry.

**The Mad Fool** has been dorfed and made our new Cheif Medical Dwarf, as we had none at all.

[Spoiler](#) (click to show/hide)

The Mad Fool Ulabshorast has been ecstatic lately. She is quite pleased with making an artifact. She slept in a very good bedroom recently. She dined in a legendary dining room recently. She admired a fine tastefully arranged Statue lately. She was nauseated by the sun lately. She admired own fine Bed lately. She admired a fine Door lately. She is a faithful worshipper of Moldath and an ardent worshipper of Lun. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is eighty-eight years old, born on the 11th of Felsite in the year 676. She is weak. Her teeth are tangled. She has an angular chin. She has a clear voice. Her lips are thick. Her nose is broad. Her cinnamon skin is wrinkled. Her ears are somewhat short. Her hair is straight. Her medium-length hair is tied in a pony tail. Her copper eyes are somewhat narrow. Her hair is pale taupe with flecks of gray. She is very weak. The Mad Fool Ulabshorast likes native aluminum, bismuth bronze, cinnamon grossular, crystal glass, battle axes, quivers, large gems and ballista parts. When possible, she prefers to consume bumblebee mead. She absolutely detests lizards. She has great intuition and a natural ability with music, but she has poor analytical abilities, an iffy memory and really poor focus. She often feels discouraged. She is slow to trust others. She is candid and sincere in dealings with others. She is immodest. She needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

**Mideg** has been dorfed from Nomal, one of the recent ass-kickers with a broken wrist.

[Spoiler](#) (click to show/hide)

Mideg Zasitlikot has been quite content lately. He was nauseated by the sun lately. He had a pretty decent drink lately. He slept in a very good bedroom recently. He was enraged by long patrol duty lately. He had a fine drink lately. He took joy in slaughter lately. He was able to rest and recuperate lately. He is a casual worshipper of Nirmek Blockedhelpful and an ardent worshipper of Lun. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is an enemy of The Rhyming Nightmare. He is eighty-four years old, born on the 22nd of Galeña in the year 680. His left wrist is broken. He is incredibly muscular. His very long sideburns are braided. His long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. His lips are thick. He has an angular chin. He has a low voice. His somewhat short ears are extraordinarily broad. His cinnamon skin is wrinkled. His eyes are copper. His upper body's fat is gone. His left upper leg's fat is gone. He is absolutely inexhaustible, unbelievably strong, almost never sick and agile. Mideg Zasitlikot likes gneiss, sterling silver, carnelian, glumprong wood, rhesus macaque tooth, mussel shell, pig tail fiber, fabric, bolts, bracelets and platypuses for their bizarre appearance. When possible, he prefers to consume lion, anchovy, muck roots and whip wine. He absolutely detests bats. He has great analytical abilities, a natural ability with music, a very good sense of the position of his own body, very good focus, a sum of patience and a good spatial sense, but he has a poor memory and a very bad sense of empathy. He tends to avoid crowds. He dislikes intellectual discussions. He admires tradition. He would rather intimidate others than compromise with them. He is modest. He doesn't go out of his way to do more work than necessary. He begins to talk much more slowly when he's exasperated. He needs alcohol to get through the working day. He is getting used to tragedy. A short, sturdy creature fond of drink and industry.

**RoboHobo** has been dorfed as a peasant.

[Spoiler](#) (click to show/hide)

RoboHobo Isethilaral has been happy lately. He was nauseated by the sun lately. He ate a legendary meal lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He admired a completely sublime Statue lately. He admired own fine Cabinet lately. He is a dubious worshipper of Nirmek Blockedhelpful and a casual worshipper of Uzol Greendyes. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is eighty-five years old, born on the 22nd of Slate in the year 679. He is average in size. His very long sideburns are braided. His very long moustache is neatly combed. His long beard is braided. His hair is clean-shaven. He has a very deep voice. He has an angular chin. His broad nose is extremely short. His lips are slightly thick. His cinnamon skin is wrinkled. His copper eyes are somewhat narrow. RoboHobo Isethilaral likes granite, rose gold, banded agate, mule leather, giant toad tooth, phantom spider silk, the color turquoise, tables and toy boats. When possible, he prefers to consume salmon, fisher berry wine and whip vine seeds. He absolutely detests purring maggots. He has a great musical sense and willpower, but he has a questionable spatial sense. He can handle stress. He is very friendly. He is very active. He is open-minded to new ideas. He is willing to compromise with others. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. A short, sturdy creature fond of drink and industry.

**Umun**e has been dorfed as a Grand Master Macedwarf and recruited as the new captain of the Moistness of Manors, the mace squad. This makes him the new captain of the guard.

[Spoiler](#) (click to show/hide)



Umune. Amimush has been happy lately. He was nauseated by the sun lately. He dined in a legendary dining room recently. He received water recently. He slept in a fantastic bedroom recently. He has been tired lately. He is a worshipper of Lun and a worshipper of Lun. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is the captain of the guard of The Death-Hammers of Wrath. He is eighty-one years old, born on the 4th of Hematite in the year 683. He is average in size. His medium-length sideburns are neatly combed. His very long moustache is neatly combed. His long beard is arranged in double braids. His very long hair is braided. His teeth are tangled. His nose is extraordinarily broad. He has an angular chin. His lips are slightly thick. His head is somewhat narrow. His copper eyes are somewhat narrow. His cinnamon skin is slightly wrinkled. His ears are somewhat broad. His hair is pale taupe with a touch of gray. He is almost never sick. Umune. Amimush likes lignite, lead, sapphire, pike tooth, rope reed fiber, fabric, suns, battle axes, thrones, amulets and orioles for their coloration. When possible, he prefers to consume longland beer. He absolutely detests fire snakes. He has a great deal of patience, a good kinesthetic sense and a way with words, but he has meager creativity, very bad intuition and next to no natural musical ability. He is comfortable in social situations. He cracks easily under pressure. He is very distant and reserved. He enjoys the company of others. He prefers familiar routines. He dislikes intellectual discussions. He dislikes contracts and regulations. He cracks his knuckles when he's bored. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

Yourfears has been dorfed.

Spoiler (click to show/hide)

Yourfears. Zasittithleth has been fine lately. He has witnessed death. He was enraged by long patrol duty lately. He had a satisfying sparring session recently. He slept in a very good bedroom recently. He is a casual worshipper of Lun and a casual worshipper of Mistem Pillarlute. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is an enemy of The Rhyming Nightmare. He is seventy-nine years old, born on the 10th of Moonstone in the year 685. He is corpulent. His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is braided. His very long hair is braided. He has an angular chin. His ears are extraordinarily broad. His lips are thick. His slightly protruding copper eyes are slightly close-set. His cinnamon skin is slightly wrinkled. He is almost never sick and tough. Yourfears. Zasittithleth likes selenite, lead, plume agate, goblin-cap wood, turtle shell, the color lavender, bucklers, splints and donkeys for their stubbornness. When possible, he prefers to consume chipmunk and tuber beer. He absolutely detests flies. He has a very good sense of empathy, very good creativity, a good spatial sense, willpower, a good feel for social relationships, the ability to focus and a way with words, but he has poor analytical abilities and little patience. He is comfortable in social situations. He doesn't often experience strong cravings or urges. He is somewhat reserved. He is eager for new experiences. He is candid and sincere in dealings with others. He doesn't like to compromise with others. He is very confident. He takes time when making decisions. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Well, the dorfs are doing well. Lets move onto the state of the fortress itself.

Spoiler (click to show/hide)

Created Wealth:	19274966☼	Population:	187		
Weapons:	3954591☼	Miners	10	Axedwarves	3
Armor and Garb:	4375833☼	Woodworkers	9	Axe Lords	None
Furniture:	913937☼	Stoneworkers	12	Swordsdwarves	2
Other Objects:	4928560☼	Rangers	10	Swordmasters	None
Architecture:	2019220☼	Metalsmiths	19	Macedwarves	None
Displayed:	1534538☼	Jewelers	3	Mace Lords	None
Held/Worn:	1548287☼	Craftsdwarves	17	Hammerdwarves	2
Imported Wealth:	603663☼	Nobles/Admins	11	Hammer Lords	None
Exported Wealth:	135457☼	Peasants	3	Speardwarves	1
Food Stores:	9018	Dwarven Children	12	Spearmasters	1
Meat	71	Fishery Workers	3	Marksdwarves	7
Fish	89	Farmers	49	Elite Mrksdwrvs	1
Plant	10	Engineers	12	Wrestlers	None
		Trained Animals	A None	Elite Wrestlers	None
		Other Animals	A 78	Recruit/Others	None

Food stocks are very high, thanks to my early implementation of an efficient food system. We have adequate supplies of just about everything except plaster for casts.

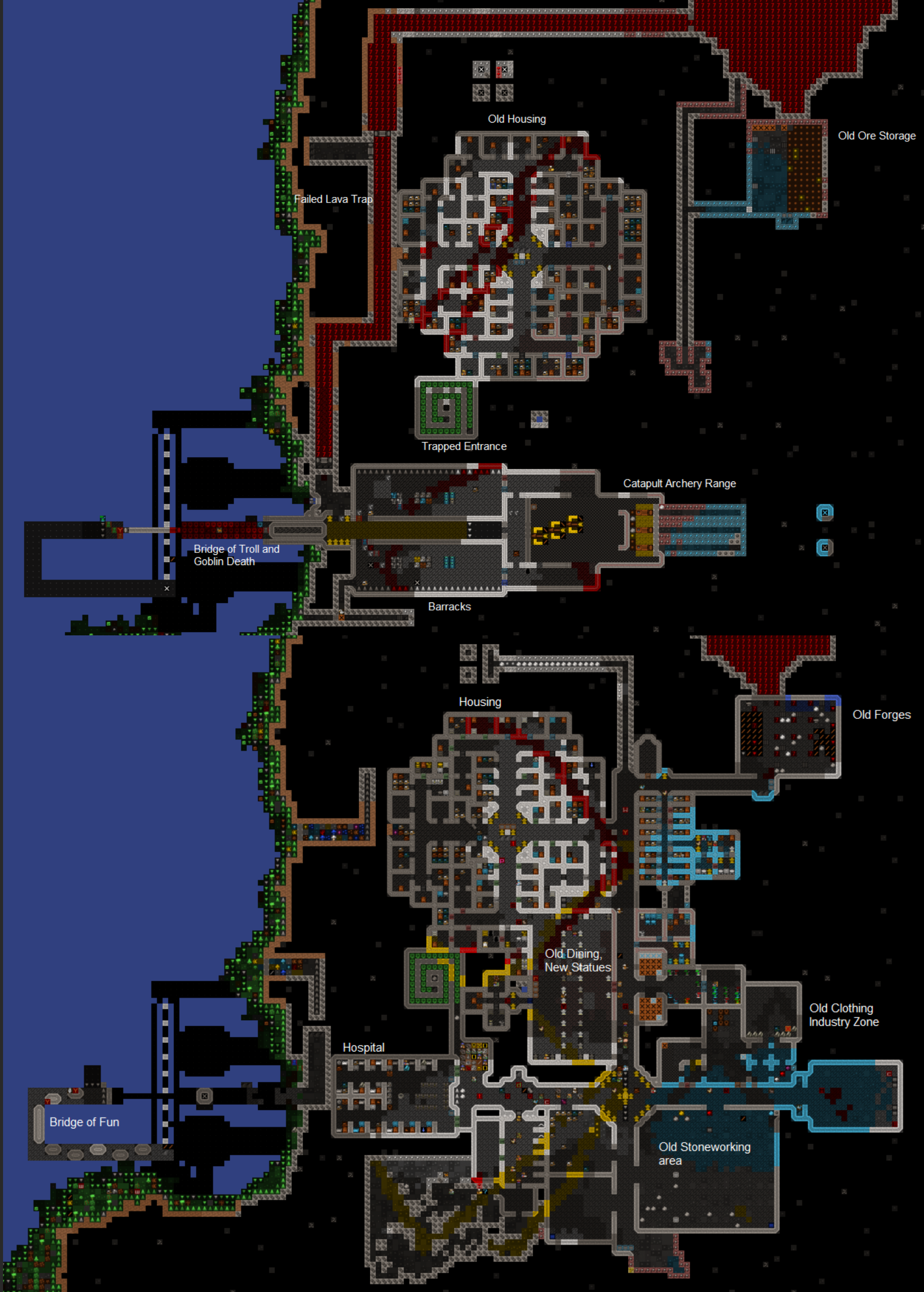
Current List of Nobles:

Spoiler (click to show/hide)

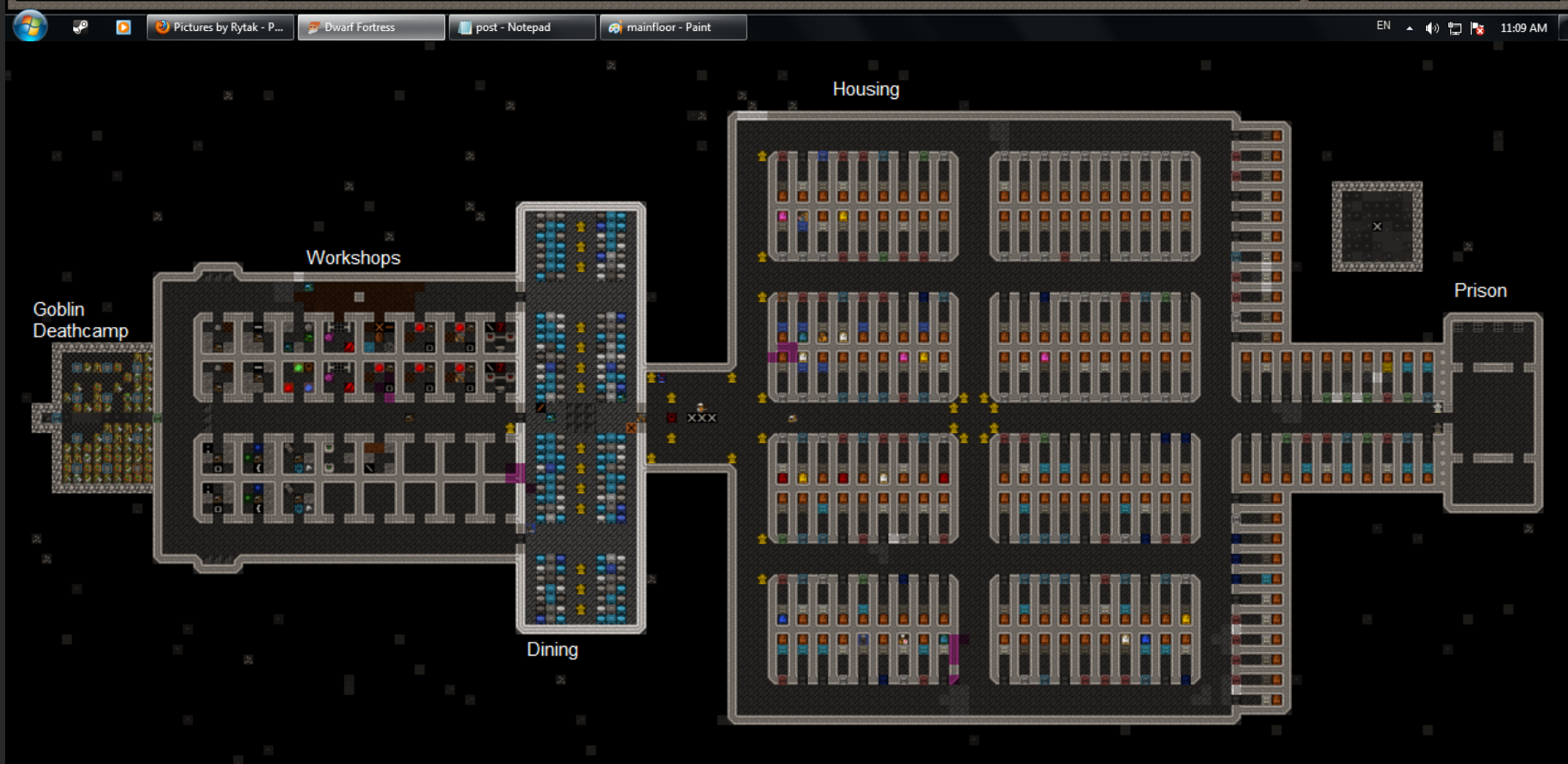
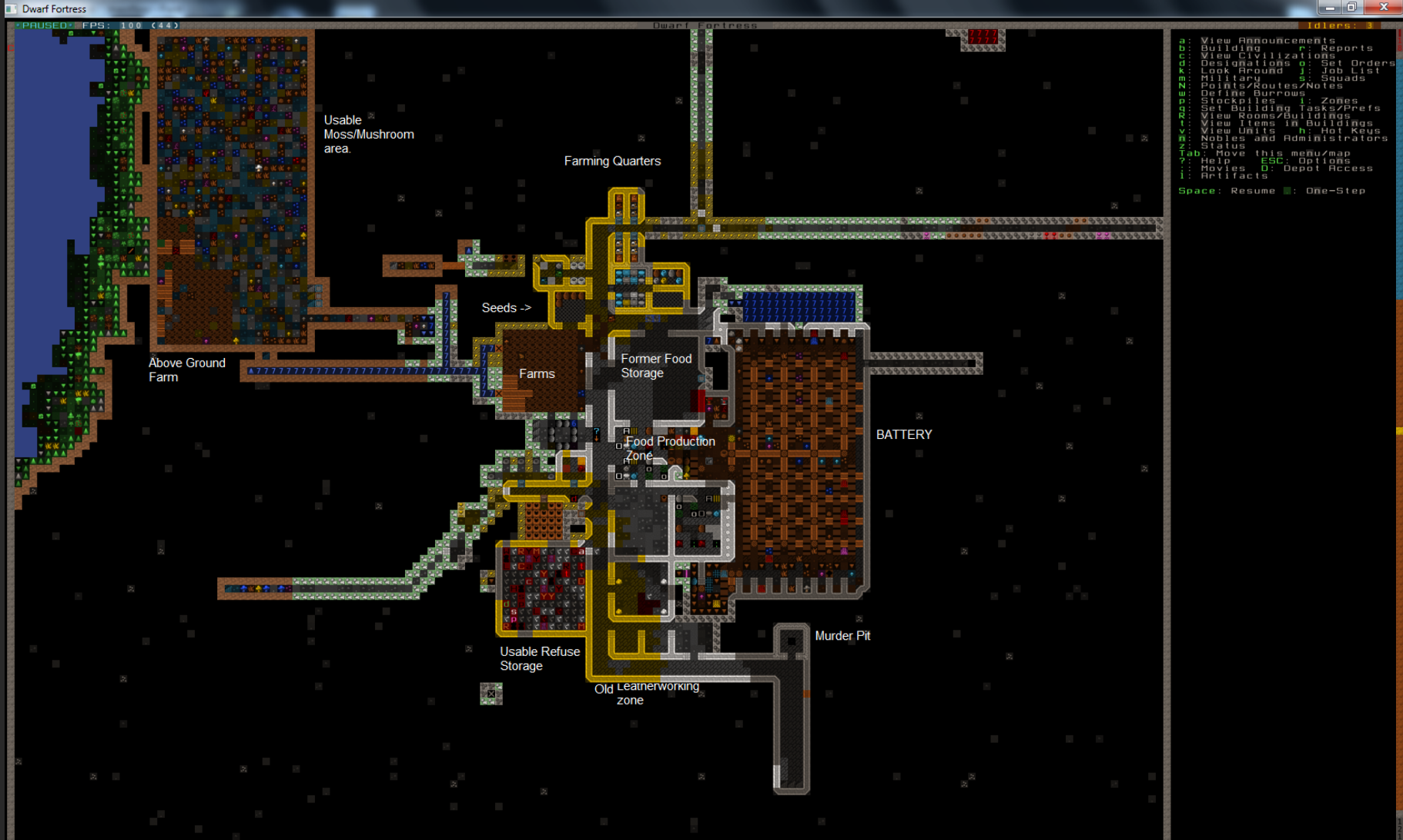
mayor	The Prophet	Astisineth	Hera	REQUIRE	DEMAND	MANDATE
captain of the guard	Umune	Amimush	captain of the	REQUIRE	DEMAND	MANDATE
militia commander	Eoganachta	Morulsom	militia	REQUIRE	DEMAND	MANDATE
manager	Conan II	Degellular	Junior	REQUIRE	DEMAND	MANDATE
chief medical dwarf	The Mad Fool	Ulabshorast	Qu	REQUIRE	DEMAND	MANDATE
broker	Zulban	Itontat	broker	REQUIRE	DEMAND	MANDATE
bookkeeper	Narqulie	Nishlolor	Designer	REQUIRE	DEMAND	MANDATE
militia captain	Germayne	Idasrer	Hunter	REQUIRE	DEMAND	MANDATE
militia captain	Karakzon	Usiravuz	Gadan	Anam	REQUIRE	DEMAND
militia captain	Blade Master	Akrulegul	mili	REQUIRE	DEMAND	MANDATE
militia captain	Kel	Fathlaltur	militia captai	REQUIRE	DEMAND	MANDATE
militia captain	NEW					

And now for some maps of Deathgate itself.

Spoiler (click to show/hide)



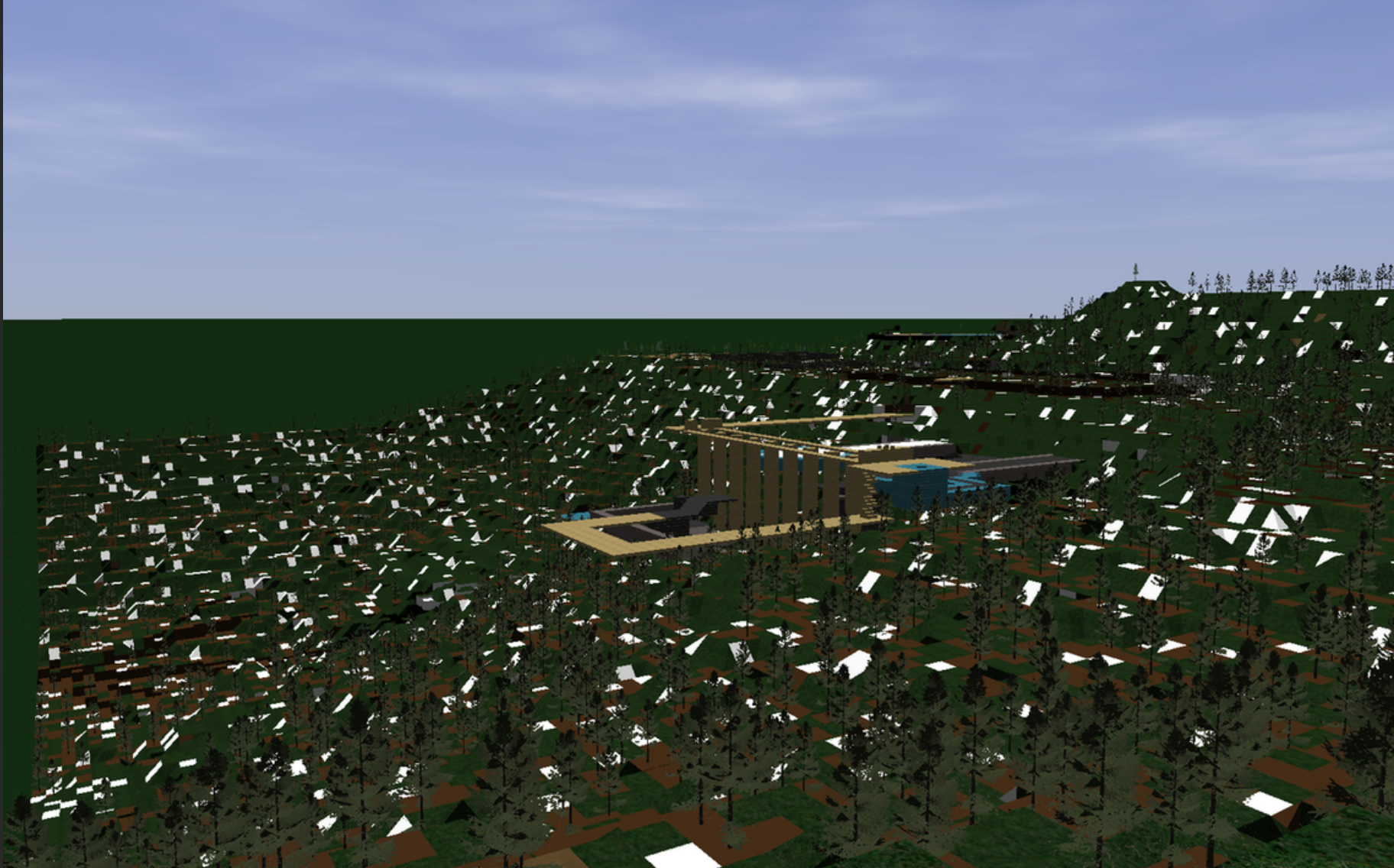




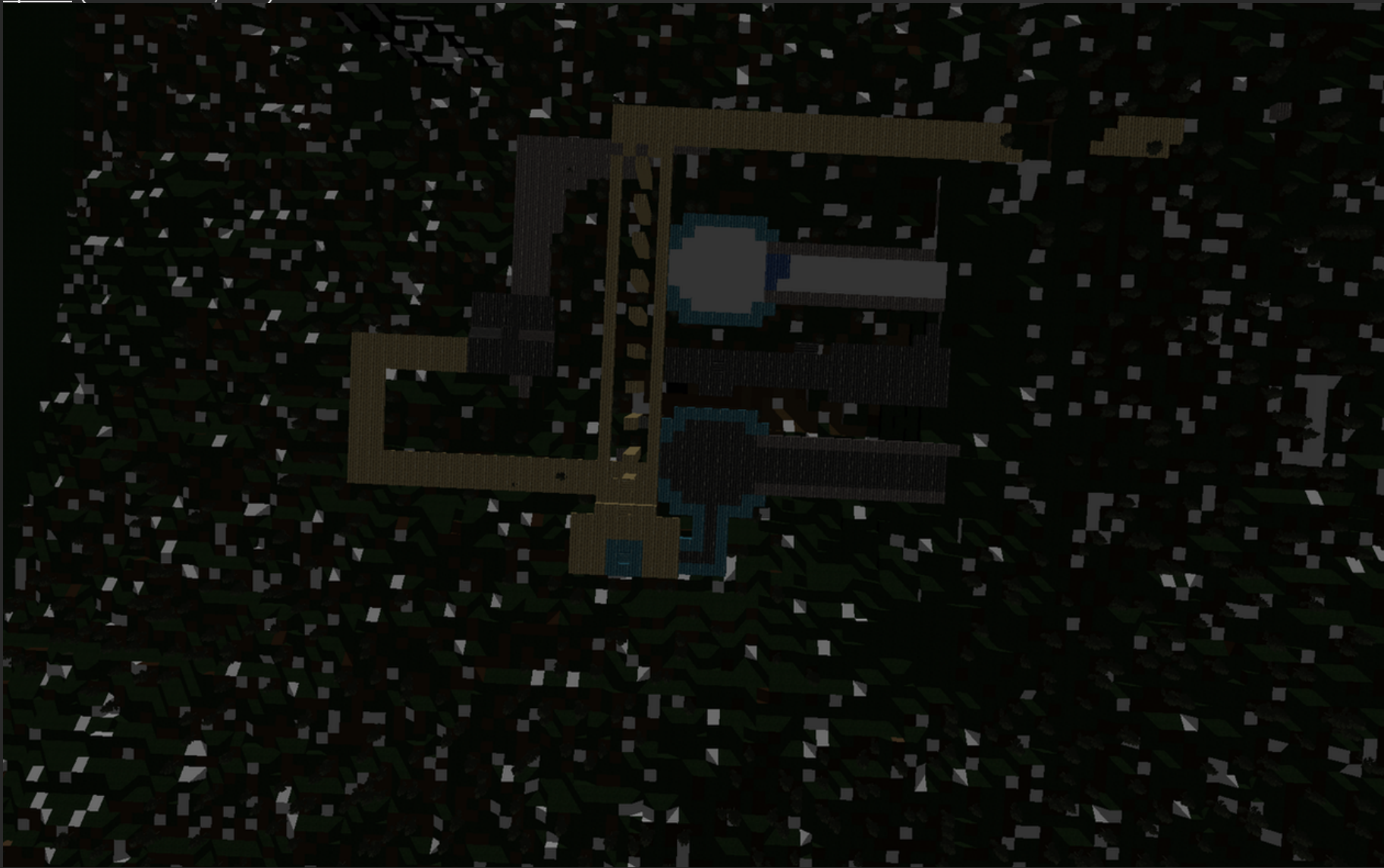
3d Screenshots!

An angled view of the entrance:  
[Spoiler](#) (click to show/hide)



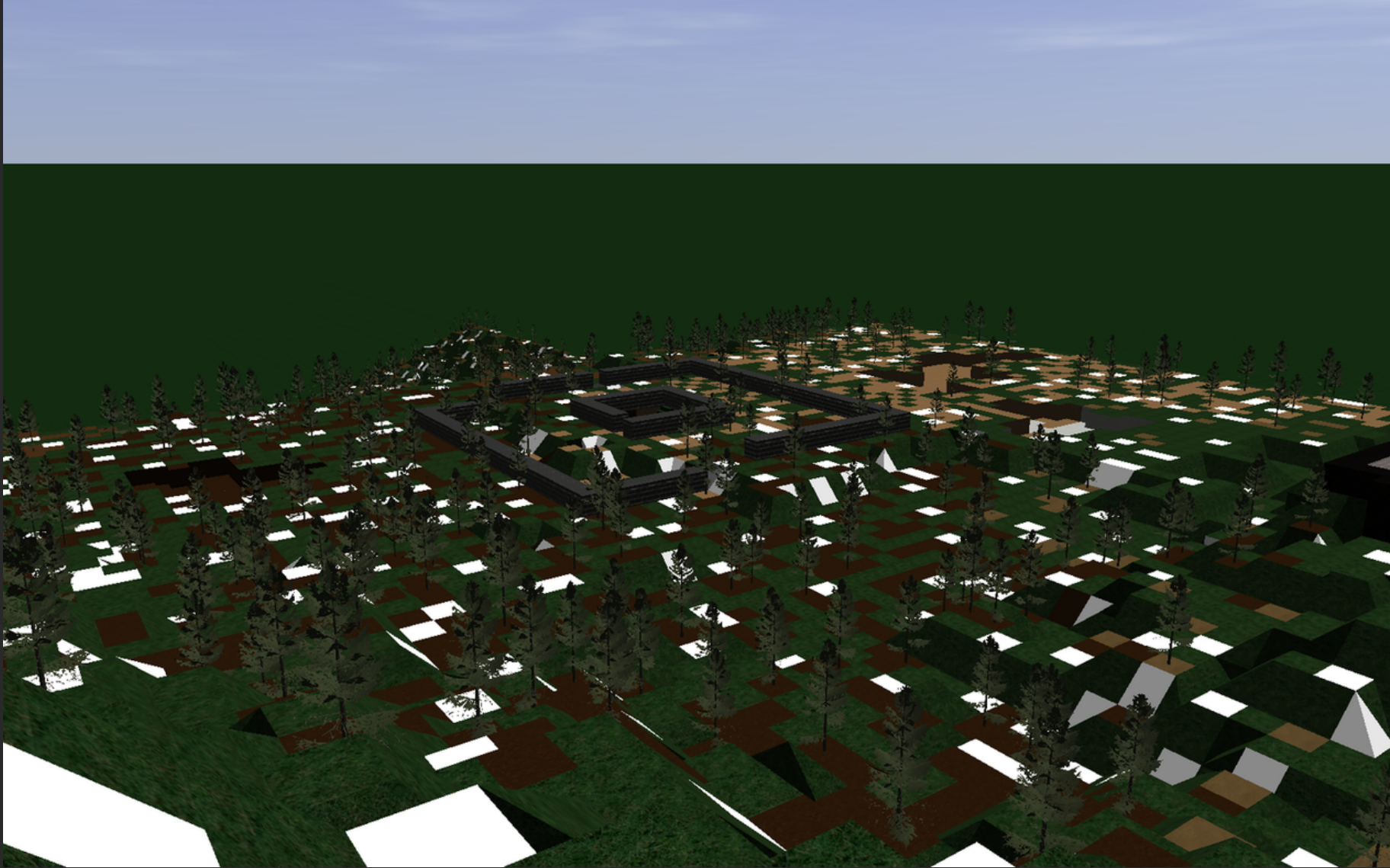


A top view of the entrance:  
[Spoiler](#) (click to show/hide)

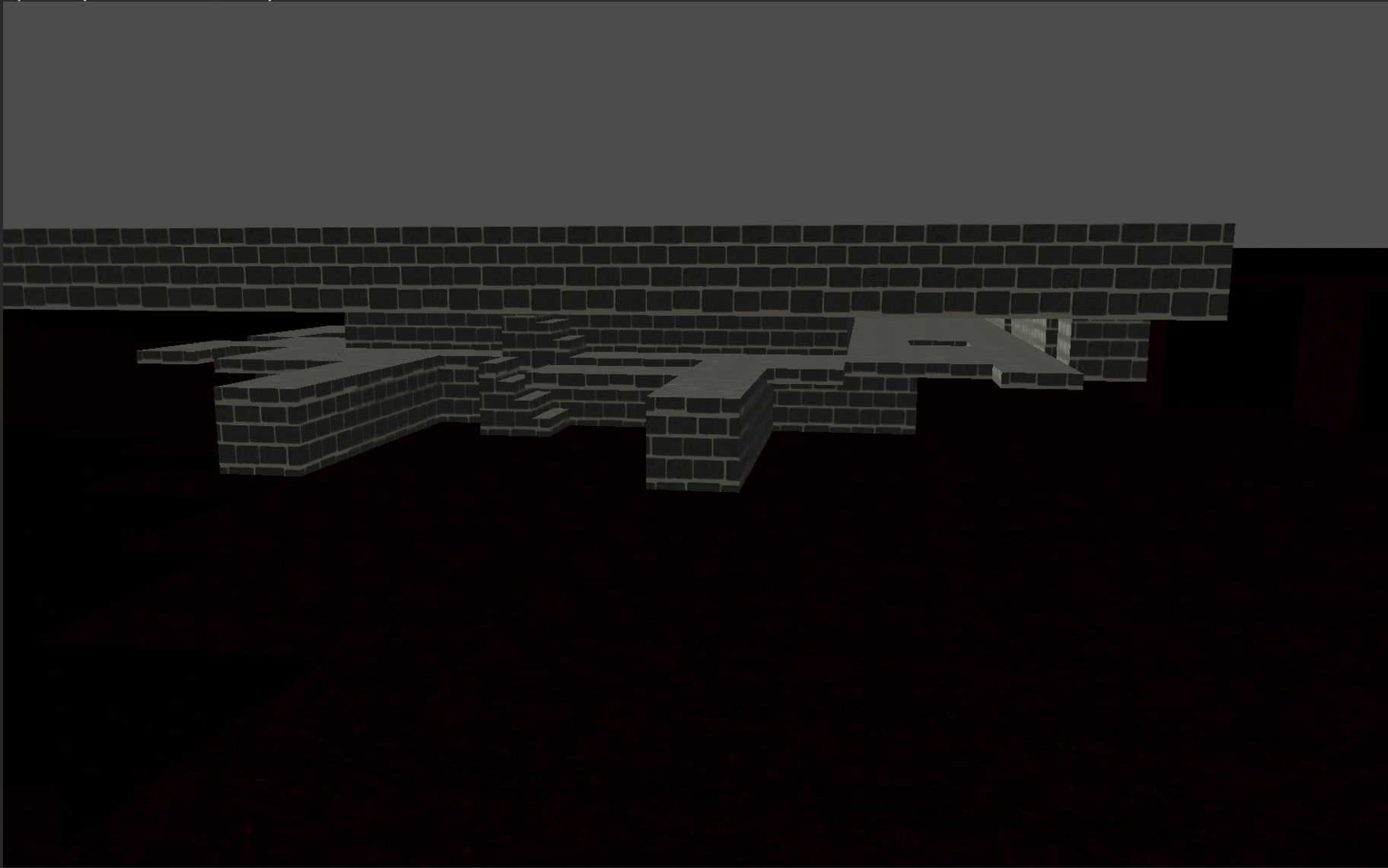


The foundation of Armok's monument:  
[Spoiler](#) (click to show/hide)





The current Hell's Breach:  
[Spoiler](#) (click to show/hide)



The FPS problem still haven't been fixed. Despite killing (and then magically burning the remains) of 300 pathing animals, repelling the goblin siege, disabling BATTERY, cleaning all the blood from the map, and magically stopping the better portion of all flowing liquids, FPS still hovers between 15 and 20 on my computer. Even with Weather and Temperature temporarily disabled we're still getting a rather laggy fortress. However it's more playable than it was. Hopefully by the end of my turn I'll have managed to remove some superfluous stone and get the framerate up more.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 05, 2011, 10:43:06 am**

PLEASE put Baelor in the military, I don't want him to waste his life as a drunkard.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 05, 2011, 10:46:50 am**

I added him to Eoganachta squad before I finished the post. He'll need training before he goes into hell though.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 05, 2011, 10:47:58 am**

[Quote from: AnimaRytak on September 05, 2011, 10:46:50 am](#)

I added him to Eoganachta squad before I finished the post. He'll need training before he goes into hell though.

Thanks.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 05, 2011, 05:17:13 pm**

Sweeeeet.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 05, 2011, 05:40:25 pm**

Sweet, I'm makin' an artifact! =)  
  
What did The Mad Fool make? Or did you post it already only for me to miss it?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **September 05, 2011, 05:47:34 pm**

Just for planning purposes, what is Lun the god(dess) of? Thanks so much for the little update too. Any idea on when the turns will start up again?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 05, 2011, 08:11:15 pm**

Lune is a deity of The Basement of Murder. Lun most often takes the form of a male dwarf and is associated with the weather. Turns will hopefully continue as normal. I'll be taking extra months on my turn, since the player before me stopped at half a year. It gives me extra time to fix some of the FPS issues and please Armok.  
  
The Mad Fool created Thubilkulin, aka Nastypalms, a diorite grate (last artifact created actually). It's not as perverted as it sounds.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 05, 2011, 09:17:24 pm**

Nastypalms, reminds me of that artifact leather thong someone made in another thread some time ago.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 05, 2011, 10:46:39 pm**

Alrighty, lemme know when it's a good time for me to start up. I would have started earlier, but my computer's motherboard failed :( New computer now, though :D

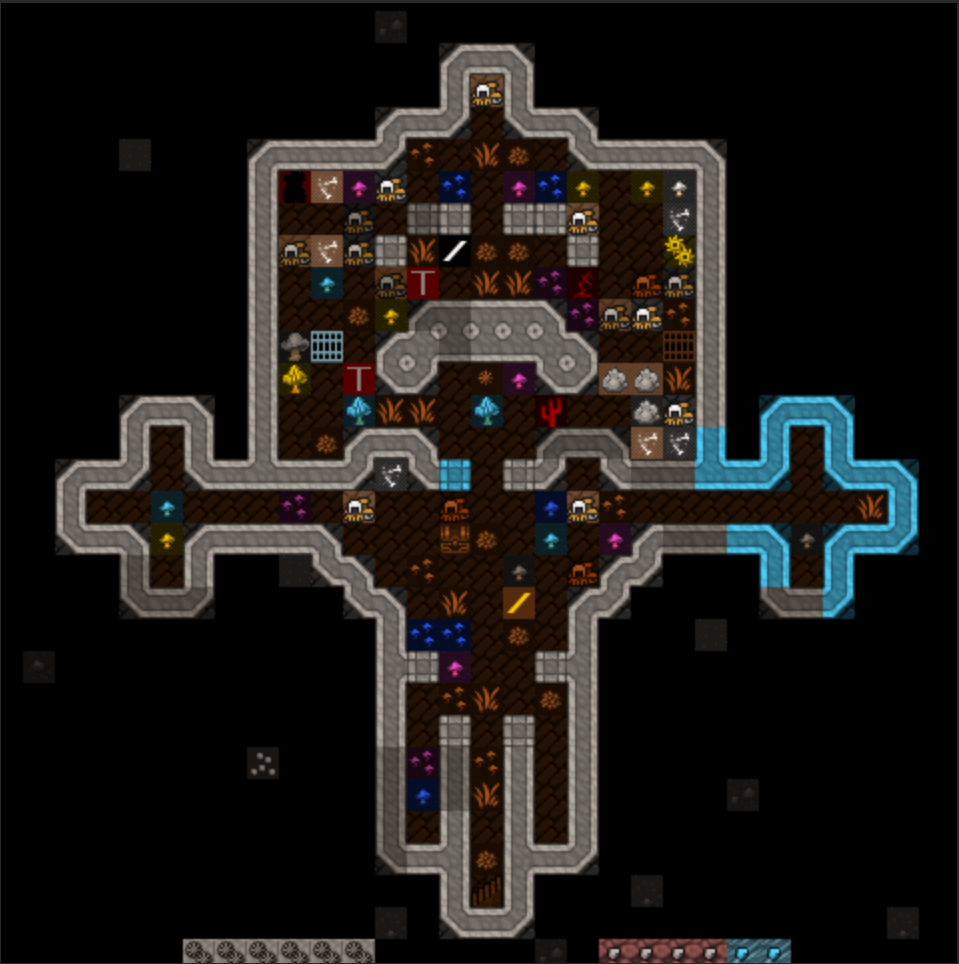
Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 06, 2011, 02:06:09 am**

Oh and AnimaRytak, hope it won't bother you too much, but I'd like to see what the goblin vs demon combat arena that I built looks like with your mod, and if it is still rotting away.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Algeroth** on **September 06, 2011, 07:20:08 am**

Elite Marksdwarf? Sweet!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 06, 2011, 07:08:03 pm**



So far, I have bad news about Karakzon.  
I don't think I can save him.



**Opal, 1st**

Karakzon has died.  
His injuries were too great and, despite every attempt, he could not be saved.

He died a warriors death.

His weapon, the artifact spear Umidirtir Minkot Ibesh, continues to lay outside the gate of Hell's Breach. I've ordered it recovered in the hopes Tryrar can weild it.

**Opal, 2nd**

While hell is temporarily secured, I order the recently fallen collected and taken inside along with the wounded. I've focused all my efforts on finshing Hell's Breach before the situation worsens. I hate to leave Armok's monument unfinished but even I have my priorities.

At the end of the battle, Karakzon and Turdbeard II have fallen. Mideg is injured, and Al has become an elite marksdwarf. Still, despite the victory and the blood for Armok, the victory seems hollow. The blood spilled toward was ours, these god damn demons don't bleed.

**Opal, 4th**

I've stationed our soliders at Hell's Breach in the barracks. While supplies are short there, I require soliders on hand for assaults.

**Opal, 10th**

We've recovered the bodies of the fallen, and their adamantine equipment, from the area just around Hell's Breach. With this finished, I've ordered the gate closed. Construction on the fortress should be finished soon as most of the floor is done and only a few walls remain to be placed.

**Opal, 12th**

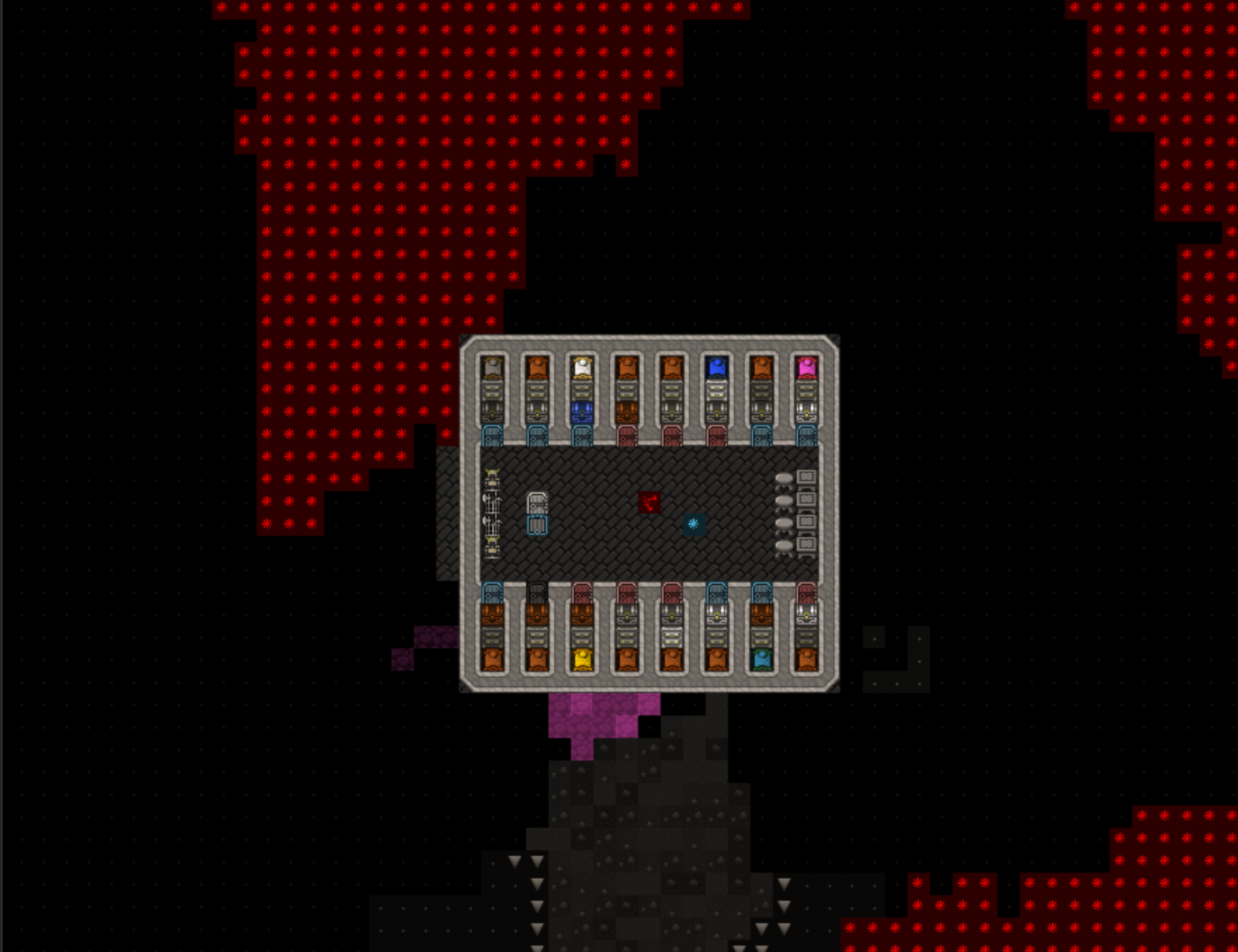
One of our metalsmiths, Goden Lirukkubuk, is beaten by Umune for violation of production order. However, seeing as how Goden was working on Hell's Breach, I command Umune to stand down.

**Opal, 16th**

Construction on Hell's Breach has been complete. I've drawn a map of the fortress. It's small, but very tough to breach. Hopefully this fortress will grow and allow us to extend our reach against the foul demons who lack blood for Armok.

Spoiler (click to show/hide)

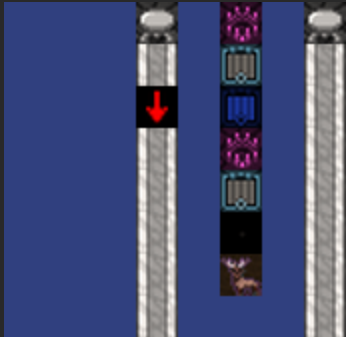




**Opal, 23rd**

The kicking of animals down the doom-shaft appears to have begun again, much to my glee. Blood for the Blood God!

For the past month, I've been recieving reports about a deer harassing water-seekers. When I finally investigate, it turns out a deer has become stuck on our death bridge.



I've ordered the marksdwarves to pincushion him.

Although it seems to late to save that cocksucker Zasit. The lone deer terrified him so long, he died of thirst.

**Opal, 26th**

More animals, more kicking into shafts, more blood for Armok. A good day for everyone.

**Obsidian, 6th**

As the bridge leading into our fort is quite cluttered with corpses, I've ordered them all dumped nearby. I love the sight of dead goblins as much as the next dwarf, but there's a mountain of them and there a pain in the ass to walk around.

And they smell like elves.

Prettier though.

**Obsidian, 10th**

There was an accident on the monument today, some kind of collapse caused by shoddy workmanship. Irony was grievously injured. Spoiler (click to show/hide)

Irony Moruloltar has been happy lately. She had a fine drink lately. She dined in a legendary dining room recently. She slept in a fantastic bedroom recently. She had a truly decadent drink lately. She admired a fine Table lately. She has been satisfied at work lately. She was nauseated by the sun lately. She has complained of thirst lately. She choked on dust underground lately. She is a worshipper of Mistem Pillarlute and a worshipper of Nirmek Blockedhelpful. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is eighty-eight years old, born on the 20th of Sandstone in the year 676. Her left upper arm is broken. Her left upper arm is bruised. Her right lower leg is broken. Her right lower leg is bruised. Her right upper leg is broken. Her right upper leg is bruised. Her left upper leg is broken. Her left upper leg is bruised. Her lower body is bruised. Her guts is bruised. Her upper body is bruised. Her left lung is bruised. Her heart is bruised. Her left shoulder is broken. Her right knee is broken. Her copper eyes are somewhat narrow. She is weak. Her very long hair is braided. Her teeth are tangled. Her lips are thick. She has an angular chin. Her nose is somewhat broad. Her cinnamon skin is wrinkled. Her ears are somewhat broad. Her hair is pale taupe with flecks of gray. She is flimsy and very weak. Irony Moruloltar likes marble, lay pewter, cherry opal, clear glass, bilou, bone, alpaca wool, the color aqua, bucklers, backpacks and common skates for their flat bodies. When possible, she prefers to consume dwarven wine. She absolutely detests large roaches. She has a sum of patience, good creativity, a good kinesthetic sense and a good intellect, but she has bad intuition and little linguistic ability. She is comfortable in social situations. She doesn't handle stress well. She tends not to openly express emotions. She admires tradition. She is modest. She is confident. She dislikes contracts and regulations. She always takes a deep breath whenever she is surprised. She gnaws her cheek when she is annoyed. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. A short, sturdy creature fond of drink and industry.

However, it seems she will live.

**Obsidian, 15th**

A snatcher was seen outside the fortress. However, he ran off before he could kidnap anyone.



A few hours later, a goblin ambush team attacks the monument construction site. However, since the construction site is protected by walls and they have no archers, they are forced to attack the front of Deathgate.

Well, lets see how that goes for the beardless hoopleheads.

Obsidian, 24th

In celebration of the coming new year, I've ordered all our goblin prisoners put to death via magma baths.



End of 764

Spoiler (click to show/hide)

A medium-sized humanoid driven to cruelty by its evil nature. His fourth finger right hand is dripping Dostngosp Wraithfang's goblin blood. His fourth finger right hand is melted. His second finger right hand is dripping Dostngosp Wraithfang's goblin blood. His second finger right hand is melted. His lower lip is dripping Dostngosp Wraithfang's goblin blood. His lower lip is melted. His third finger right hand is dripping Dostngosp Wraithfang's goblin blood. His third finger right hand is melted. His upper lip is dripping Dostngosp Wraithfang's goblin blood. His upper lip is melted. His second finger left hand is melted. His upper body is dripping Dostngosp Wraithfang's goblin blood. His upper body is melted. His fifth toe right foot is dripping Dostngosp Wraithfang's goblin blood. His fifth toe right foot is melted. His first toe left foot is dripping Dostngosp Wraithfang's goblin blood. His first toe left foot is melted. His second toe left foot is dripping Dostngosp Wraithfang's goblin blood. His second toe left foot is melted. His fifth toe left foot is dripping Dostngosp Wraithfang's goblin blood. His fifth toe left foot is melted. His first toe right foot is dripping Dostngosp Wraithfang's goblin blood. His first toe right foot is melted. His fourth toe left foot is dripping Dostngosp Wraithfang's goblin blood. His fourth toe left foot is melted. His third toe right foot is dripping Dostngosp Wraithfang's goblin blood. His third toe right foot is melted. His second toe right foot is dripping Dostngosp Wraithfang's goblin blood. His second toe right foot is melted. His fourth finger left hand is oozing Dostngosp Wraithfang's goblin blood. His fourth finger left hand is melted. His right upper leg is oozing Dostngosp Wraithfang's goblin blood. His right upper leg is melted. His fourth toe right foot is oozing Dostngosp Wraithfang's goblin blood. His fourth toe right foot is melted. His head is oozing Dostngosp Wraithfang's goblin blood. His head is melted. His lower body is oozing Dostngosp Wraithfang's goblin blood. His lower body is melted. His left upper leg is oozing Dostngosp Wraithfang's goblin blood. His left upper leg is melted. His third finger left hand is oozing Dostngosp Wraithfang's goblin blood. His third finger left hand is melted. His right hand is oozing Dostngosp Wraithfang's goblin blood. His right hand is melted. His third toe left foot is oozing Dostngosp Wraithfang's goblin blood. His third toe left foot is melted. His right lower leg is oozing Dostngosp Wraithfang's goblin blood. His right lower leg is melted. His right lower arm is oozing Dostngosp Wraithfang's goblin blood. His right lower arm is melted. His left foot is melted. His right upper arm is melted. His left hand is melted. His left lower leg is melted. His left lower arm is melted. His right foot is melted. His left upper arm is melted. His thumb right hand is melted. His first finger right hand is melted. His first finger left hand is melted. His thumb left hand is melted. He is scrawny. His hair is extremely long. His lips are thick. His broad ears are somewhat splayed out. His head is narrow. His hair is carmine. His skin is jade. His eyes are red.

Yes! Burn! Burn! Burn bitch, burn in the cleansing magma!

Givs us more blood!

Blood for the Blood God!

BLOOD FOR THE BLOOD GOD  
BLOQ#817:OD FOR THE BLOOD GOD

Ahem, excuse me...

Well, this has been a productive year for Deathgate. Hell's Breach has been completed, a monument to Armok has been started. Useless animals have been slaughtered, and we're in the process of liquidating our goblin stock.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 07, 2011, 08:38:37 am**

I would like to be redorfed as Karakzon II should the chance occur.

good work on killing the brute and bringing down the fps drag even a bit.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 07, 2011, 11:50:14 am**

Actually you'd be dorfed as Karakzon the IV.  
The first died against Goblins i think, the second died fighting in hell (his ghost was haunting us for a long time), and the third just died.  
You shall be redorfed as one of the new grunt squads. Hopefully by the time you see combat, you'll be a mega-dorf again.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 07, 2011, 12:37:36 pm**

lol..  
fair does dear sir Any plans for furthering the hell expansion compound?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 07, 2011, 12:49:25 pm**

Is the save updated? The post says that the save is from the 17th of August, but the post was updated today, and I infer from the end of your post that the year is up. Should I begin, or are we circling around now that the lag is cleared up?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 07, 2011, 01:28:29 pm**

Actually my turns not up. Last overseer had to quit half way into the year. I'm taking a little extra time on my turn so we don't have to end our turns mid-year and so no one has to take a half-year turn.

Fear not! It shall be your turn soon.

@Karakzon

Not atm. Hell's a good way to loose half the dwarves. Right now I'm working on the monument and the sub-fort a bit. Hopefully we can build a self-maintaining fort in Hell though.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 07, 2011, 03:45:46 pm**

**Granite, 1st**

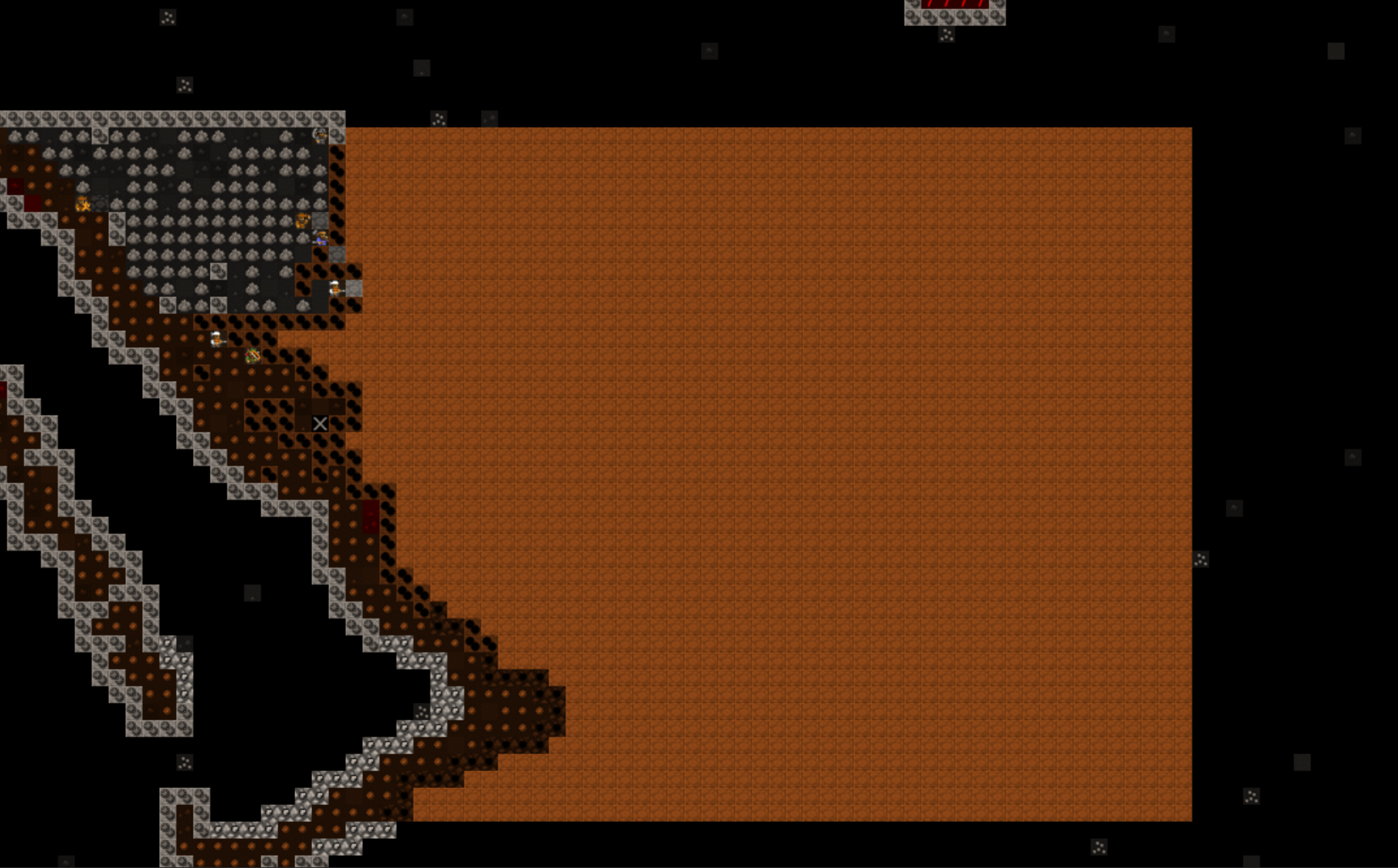
A new year as broken and today marks the 14th aniversary of Deathgate's founding. With the spring thraw upon us, work on Armok's Monument continues in earnest.

Training of our new military squad has been slow, thanks to a lack of digging. As we need obsidian for the monument and we have plenty lining the old mines, I've ordered large chunks carved out.

Also, I've noticed there's a ton of hauling work too be done. I've been hoping it finishes for a while now, but it never seems to end.

**Granite, 9th**

[Spoiler](#) (click to show/hide)



Yeah, that's it, mine that god damn obsidian for Armok.

**Granite, 17th**

Mining goes well, as well as work on the monument. It should be completed within the year and ready to sacrifice the unworthy.

In other news, I've ordered the chests and coffers lying around the fortress to be placed in the sub-fortress rooms. I've recieved complaints that dwarves are lacking storage and I seek to rectify that.

**Granite. 21st**

Ouroboros has been showing signs possessed. This is an ominous sign. He eventually claims a magma forge and claims adamantine wafers.

Perhaps we will get a new weapon or armor worthy of a god.

**Slate, 6th**

**Ouroboros Moruliton Cook has created Udtitthal a adamantine figurine of Id Shotgem!**

Ouroboros has completed his craft, turns out its not anything useful.

[Spoiler](#) (click to show/hide)

This is a adamantine figurine of Id Shotgem. All crafts dwarfship is of the highest quality. The item is a masterfully designed image of Id Shotgem the dwarf and dwarves in adamantine by Ouroboros Moruliton. Id Shotgem is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Id Shotgem to the position of general of The Basement of Murder in 1. It is encrusted with marble, studded with adamantine and encircled with bands of diorite. This object is adorned with hanging rings of picture jasper and rose quartz and menaces with spikes of rose quartz and sheep wool. On the item is an image of Sibrek Scaledflag the dwarf and Ufalo Shadeashes the Grave of Tunnels the bleak ogre in marble. Ufalo Shadeashes the Grave of Tunnels is striking down Sibrek Scaledflag. The artwork relates to the killing of the dwarf Sibrek Scaledflag by the bleak ogre Ufalo Shadeashes the Grave of Tunnels in The Wordy Forest in 303.

Well, at least Armok would be happy with it. It is snuff work after all.

**Slate, 9th**

We have a visitor down in one of the caverns.

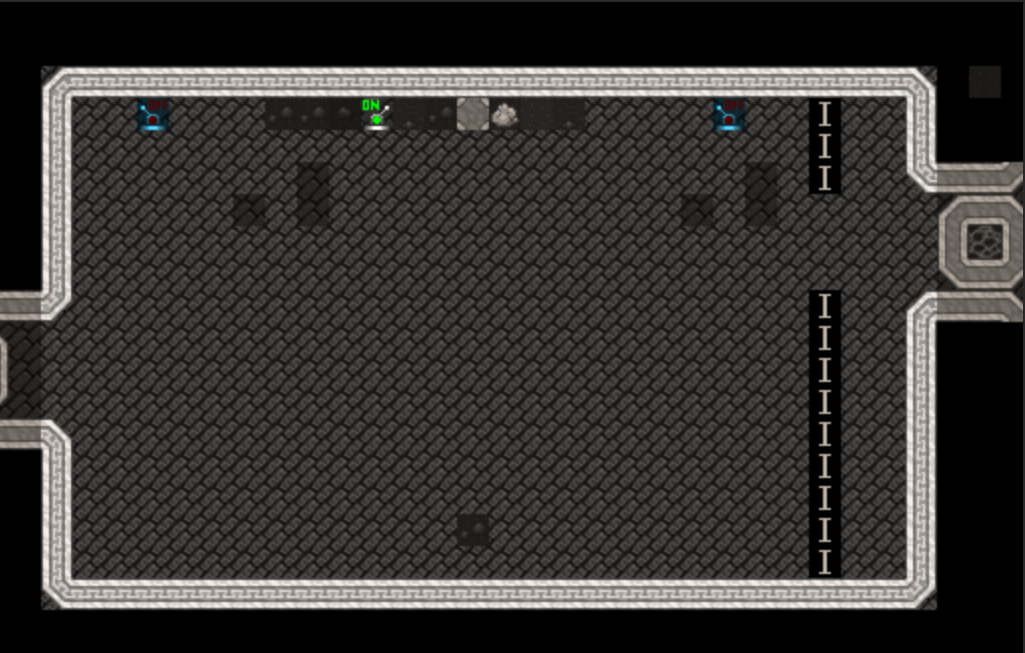
**The Forgotten Beast Nust has come! A gigantic feathered crab. It has large mandibles and it has a bloated body. Its mahogany feathers are long and narrow. Beware its deadly spittle!**

Bring it on!  
Oh wait you can't, we sealed off the cavern exits.

**Slate, 13th**



We've set up a dwarven atom smasher in the sub-fort to begin removing useless junk from the place. I've ordered useless stone and tattered clothing tossed in the smasher.

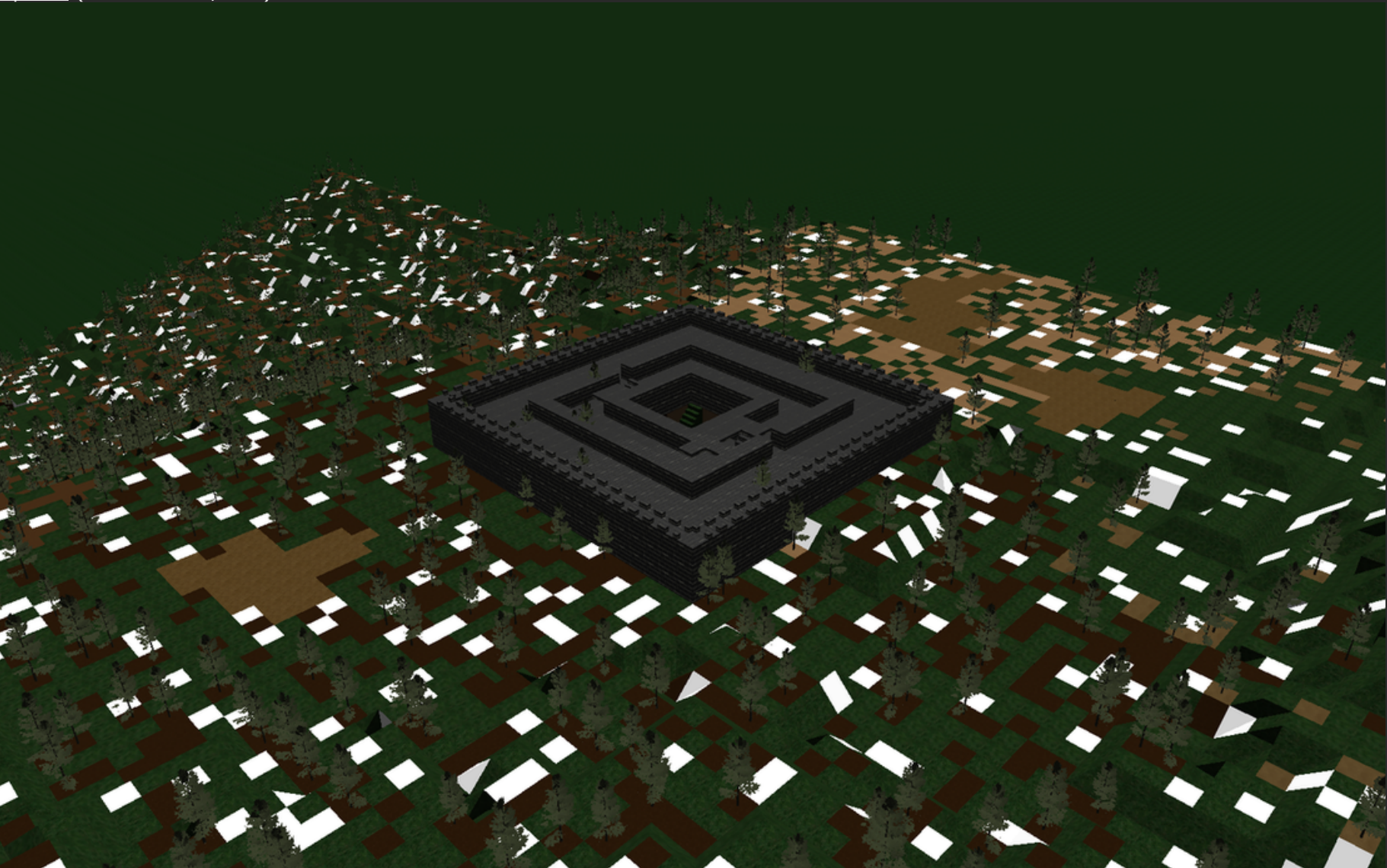


**Felsite, 6th**

Due to a lack of soap in the fortress, Irony succumb to an infection and died today.

Our medical facilities are sorely lacking. While we have skills doctors and many beds, we lack soap and materials for casts. Because of this, broken bones seem to go unhealed here. I'll have to request plaster powder from the mountain home as we have no gypsum here.

[Spoiler](#) (click to show/hide)



**Felsite, 7th**

Some cocksucker forgot to bring water to our imprisoned Metalsmith, Doren Alaknish, and so he has died of thirst in his cage.

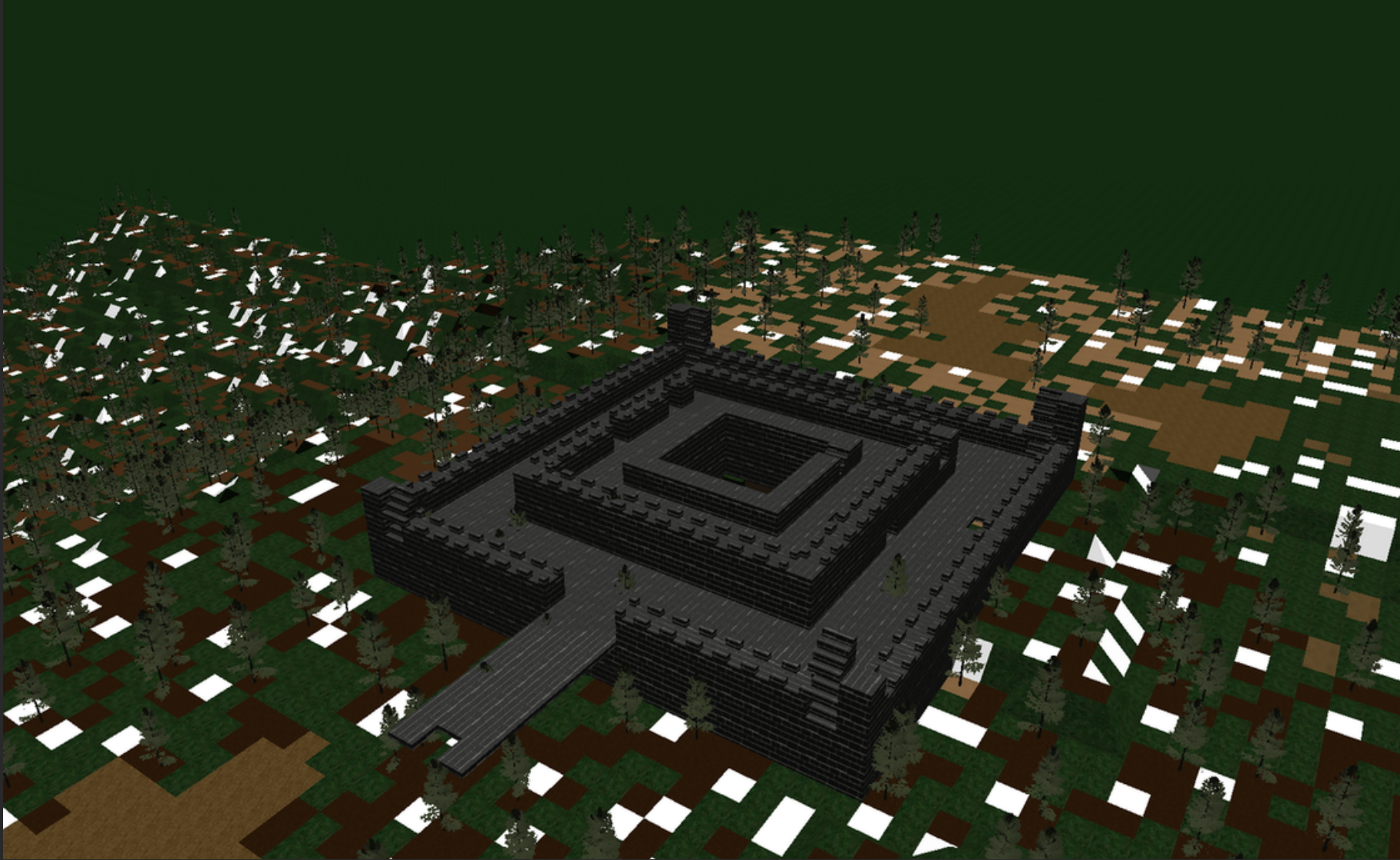
Perhaps I should rethink this whole captain of the guard thing. As much as I love having blood spilled for Him, losing useful dwarves is a real pain in the ass.

**Felsite, 16th**

It turns out, the new military unit hasn't been crosstraining as miners. I guess they were never given any picks since we're apparently out. I've ordered ten copper picks made at once.

[Spoiler](#) (click to show/hide)

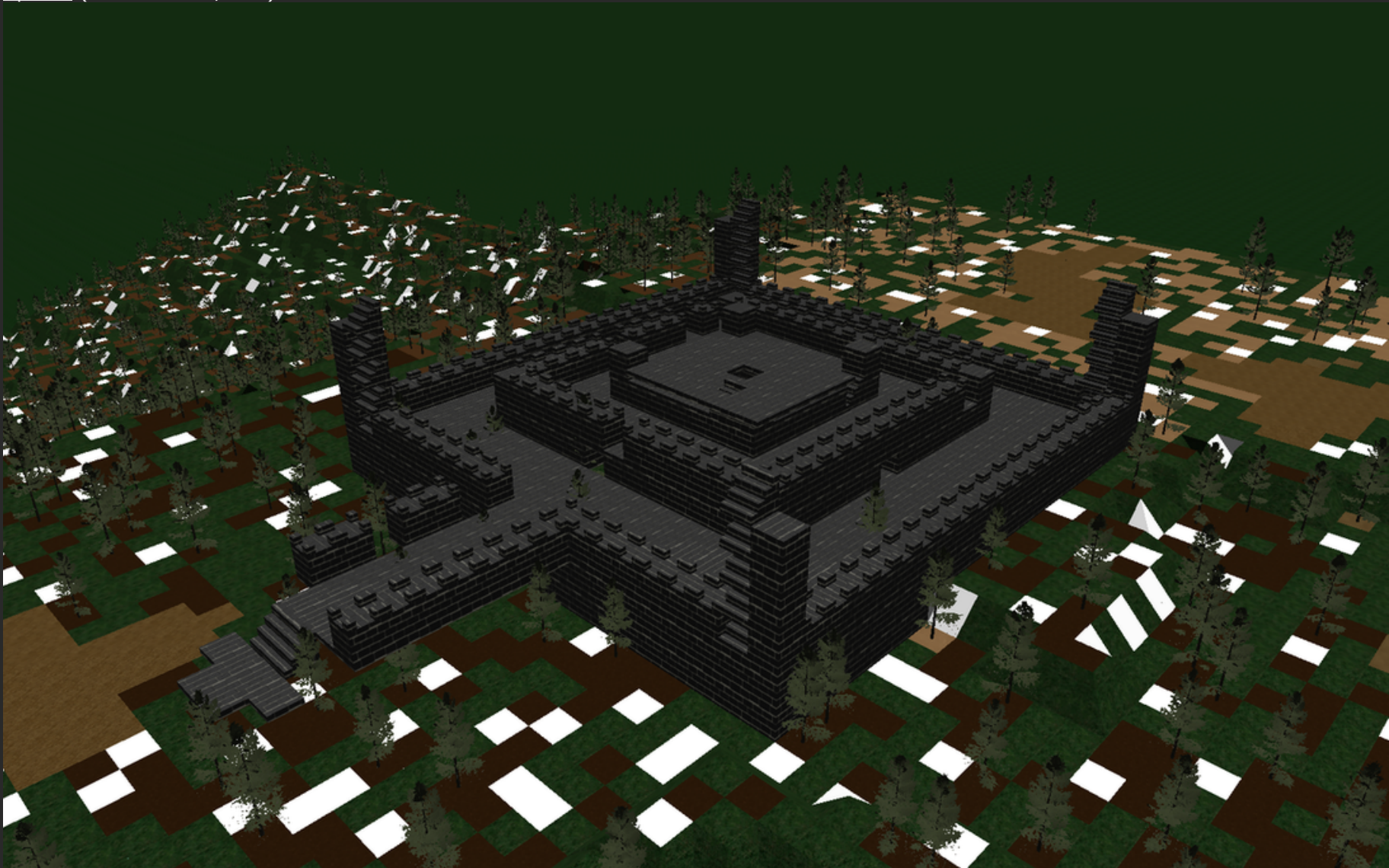




Work on the monument continues as normal.

Felsite. 26th

[Spoiler](#) (click to show/hide)



We continue to work. Little else of note happens.

I feel a storm coming.  
The goblins have been silent since we captured their last ambush. I can feel them coming, I can smell their foul blood.

Their blood,  
It belongs to Armok!

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 07, 2011, 04:53:56 pm**

splints and traction benches work just as well as using casts.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 07, 2011, 05:23:35 pm**

We've got a bunch of em, but we still got broken limbs galore.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **September 07, 2011, 10:34:42 pm**



Quote from: AnimaRytak on September 07, 2011, 05:23:35 pm

We've got a bunch of em, but we still got broken limbs galore.

Maybe we have limb breaking galore.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 08, 2011, 03:21:46 pm**

**Hematite, 1st**  
Summer has arrived.

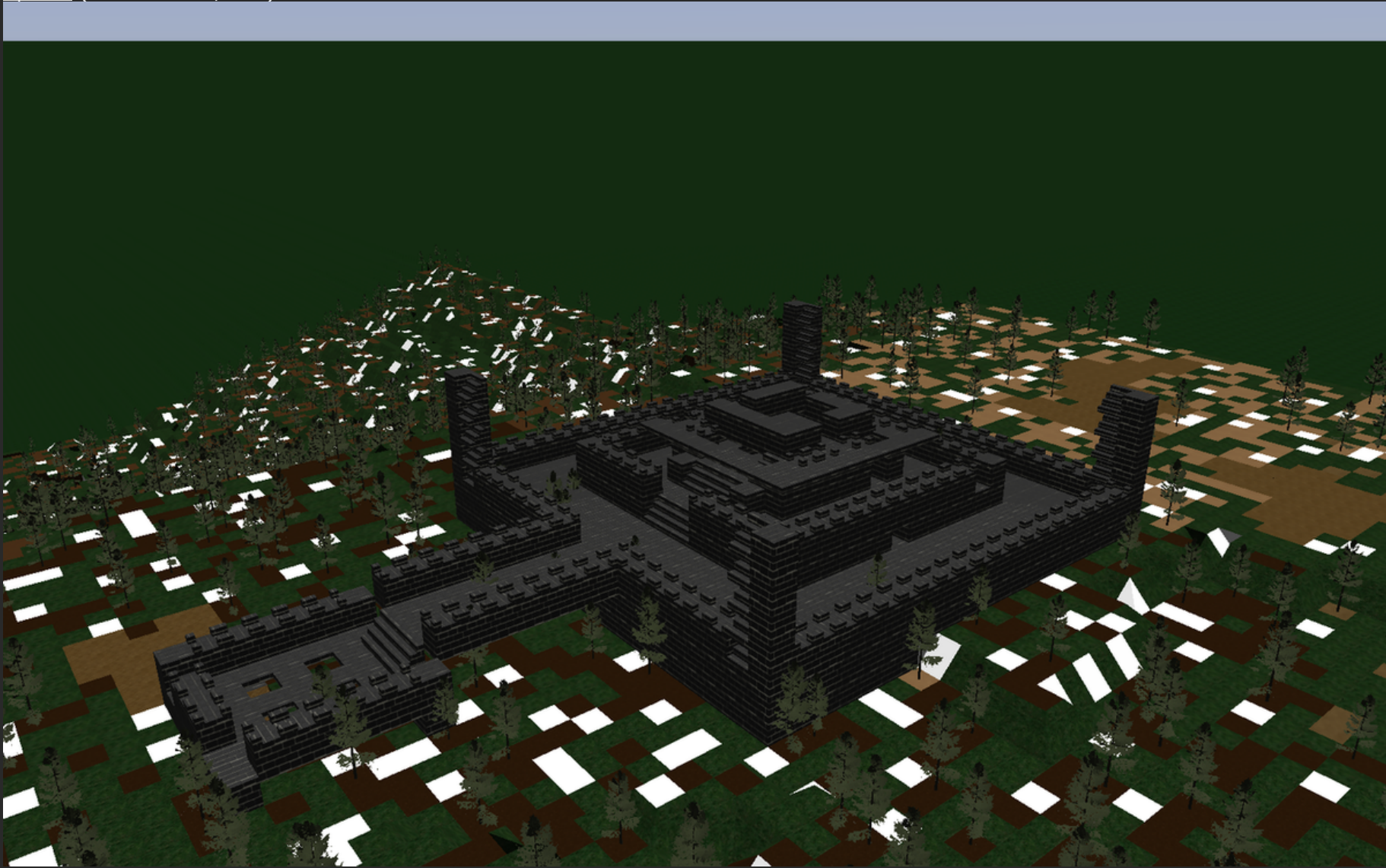
**Hematite, 5th**  
Another forgotten beast is detected in the caverns. Again, we pay it no mind, as they are unable to assail our fortress. However, someday we will have to take the caverns as our own and when they day comes, we shall slaughter them in the name of Armok.

The Forgotten Beast Ijat has come! A gigantic blob composed of grime and filth. It has an enormous shell and it squirms and fidgets. Beware its poisonous gas!

Too bad they don't have blood, sorta makes it not worth it.

**Hematite, 10th**  
Some cocksucker managed to drag troll blood all over the monument. I can't find out who did it, but when I do, I'm kicking them down the shaft first!

**Hematite, 22nd**  
The month has been uneventful, but work continues as planned.  
[Spoiler](#) (click to show/hide)



**Malachite, 10th**  
Work on the monument is nearing completion. As an ominous sign, Zulban Dastotust, one of the miners, withdraws from society and claims a claims a mason's workshop. After five or so days he begins his work.

I'm hoping its a statue of Armok, ya know, for the monument.

**Malachite, 19th**  
Mideg has gone insane. Apparently fighting in hell took a toll on the poor dwarf. He is bed-ridden and paralyzed.

Alas, once the monument is complete, will shall give him his peace.

**Malachite, 20th**  
Zulban Dastotust Miner has created Emalrecus a diorite grate!

Zulban has finished his work. Again, someone has made useless junk

[Spoiler](#) (click to show/hide)  
This is a diorite grate. All crafts dwarfship is of the highest quality. It is decorated with sheep wool and blood thorn and encircled with bands of violet spessartine. This object menaces with spikes of rose quartz, prase and blood thorn. On the item is an image of Catten Releasequakes the dwarf in diorite. Catten Releasequakes is dead. The artwork relates to the dehydration of the dwarf Catten Releasequakes in Deathgate the Doom-Fortress in the early autumn of 760. On the item is an image of Sibrek Scaledflag the dwarf and Ufalo Shadeashes the Grave of Tunnels the bleak ogre in lead. Ufalo Shadeashes the Grave of Tunnels is striking down Sibrek Scaledflag. The artwork relates to the killing of the dwarf Sibrek Scaledflag by the bleak ogre Ufalo Shadeashes the Grave of Tunnels in The Wordy Forest in 303.

I'll have him flogged for this!

**Malachite, 25th**  
A beast has been spotted in hell.

Honestly, what draws so many foul demons to Deathgate? That's two this season. Something is luring them here. They need to be

handled before they grow out of control.



Wait, wait, wait.  
Is that thing made of salt?  
Whatever, he cannot penetrate Hell's Breach.

**Galena, 7th**  
Asmel Nishshoveth has given birth to a baby girl.

**Galena, 13th**  
A human caravan has arrived. I've requested our broker to the trade depot. I have no intentions of trading with these heathens.

No, instead I demand all of their metal, food, booze, and expensive trinkets as tribute. When they refuse to hand them over, I take them by force.

The humans are obviously pissed off by this. But neither I, the military, nor Armok cares. We throw them out of the fort and warn them never to come back.

Damn devil-worshipping humans. Do they thing they'd be welcome here at Deathgate, where dwarves have died to take and conquer a portion of hell?

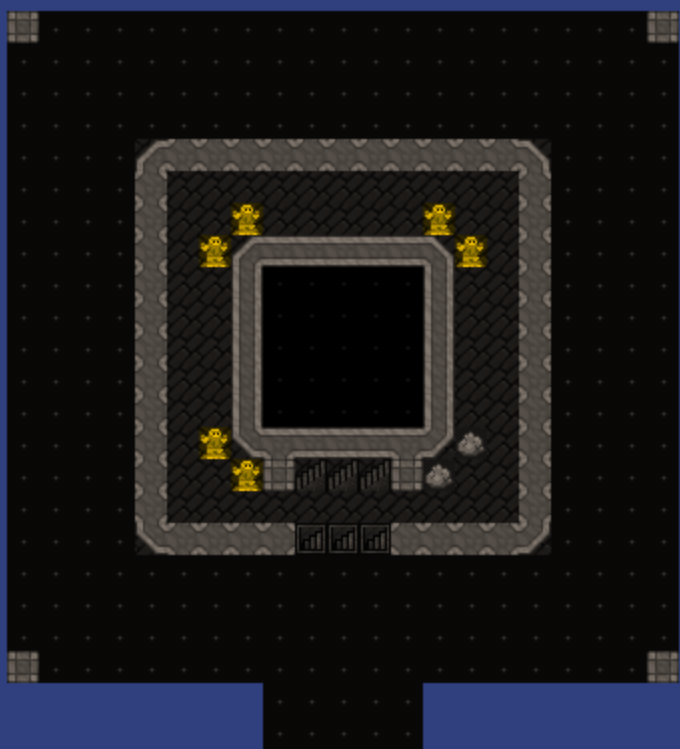
Of course not!

THIS. IS. DEATHGATE!

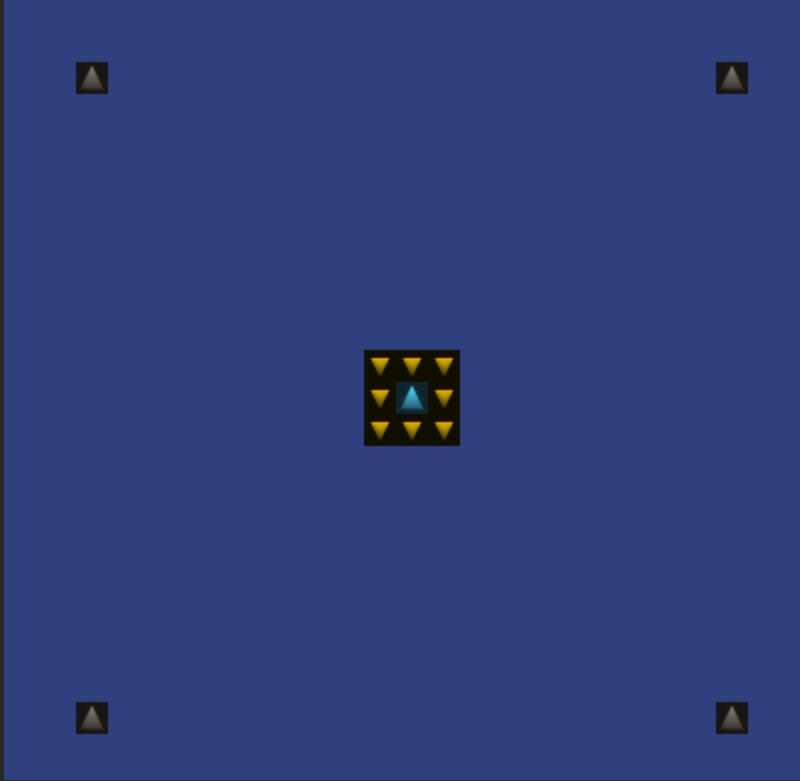
**Galena, 28th**  
The monument is finished. Mostly at least, the mechanisms to control the sacrificial altar have yet to be finished but that won't take long.







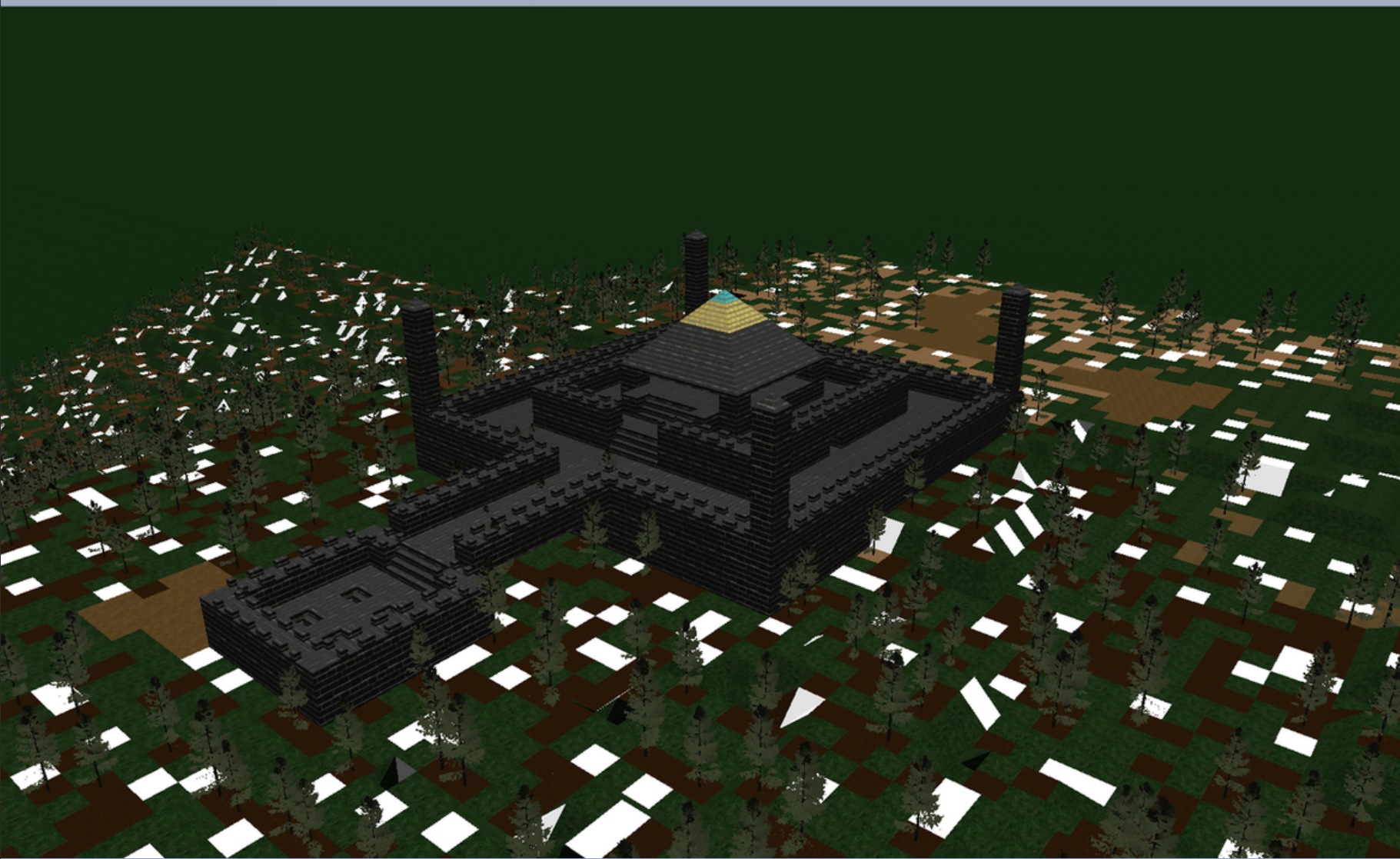




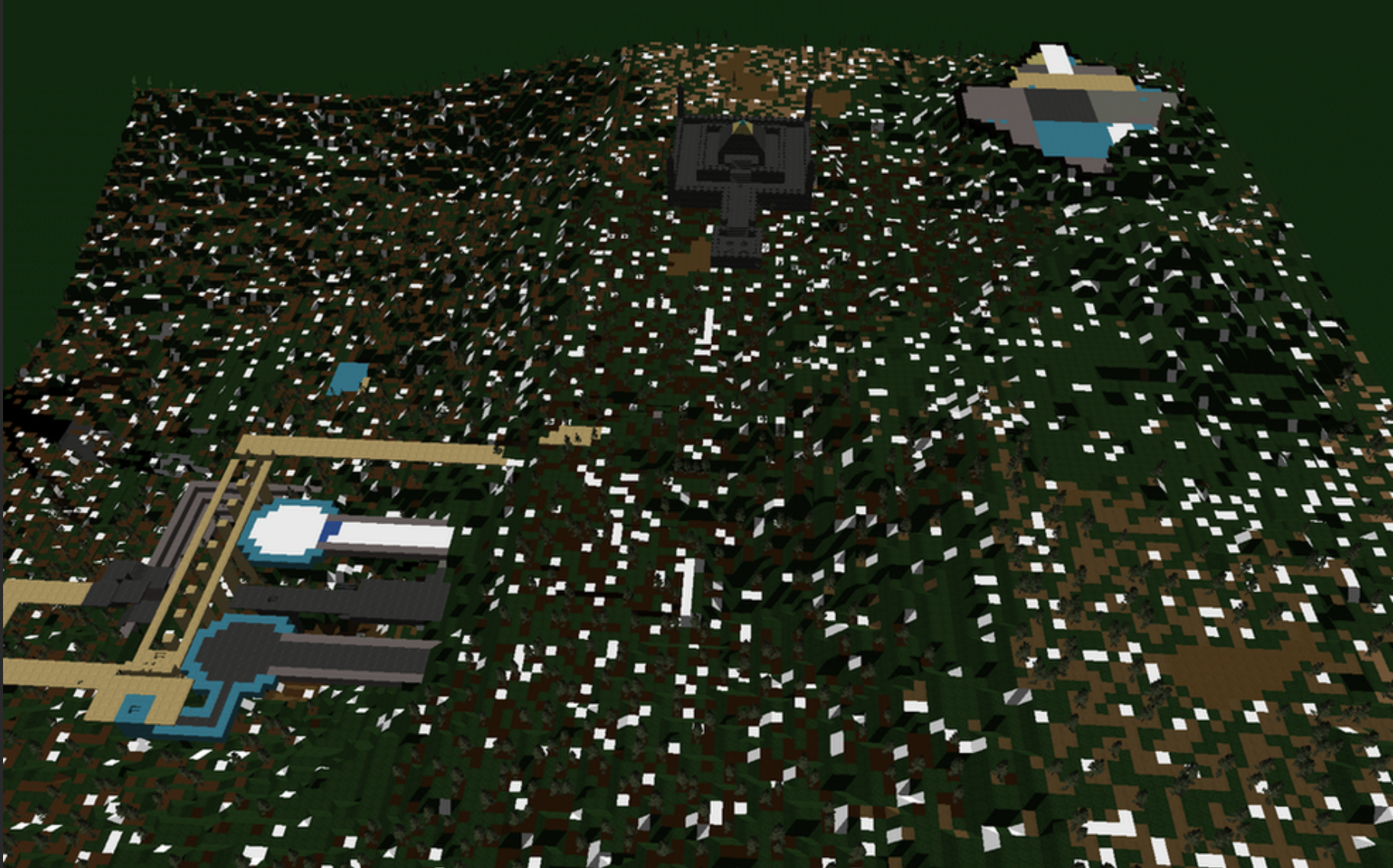
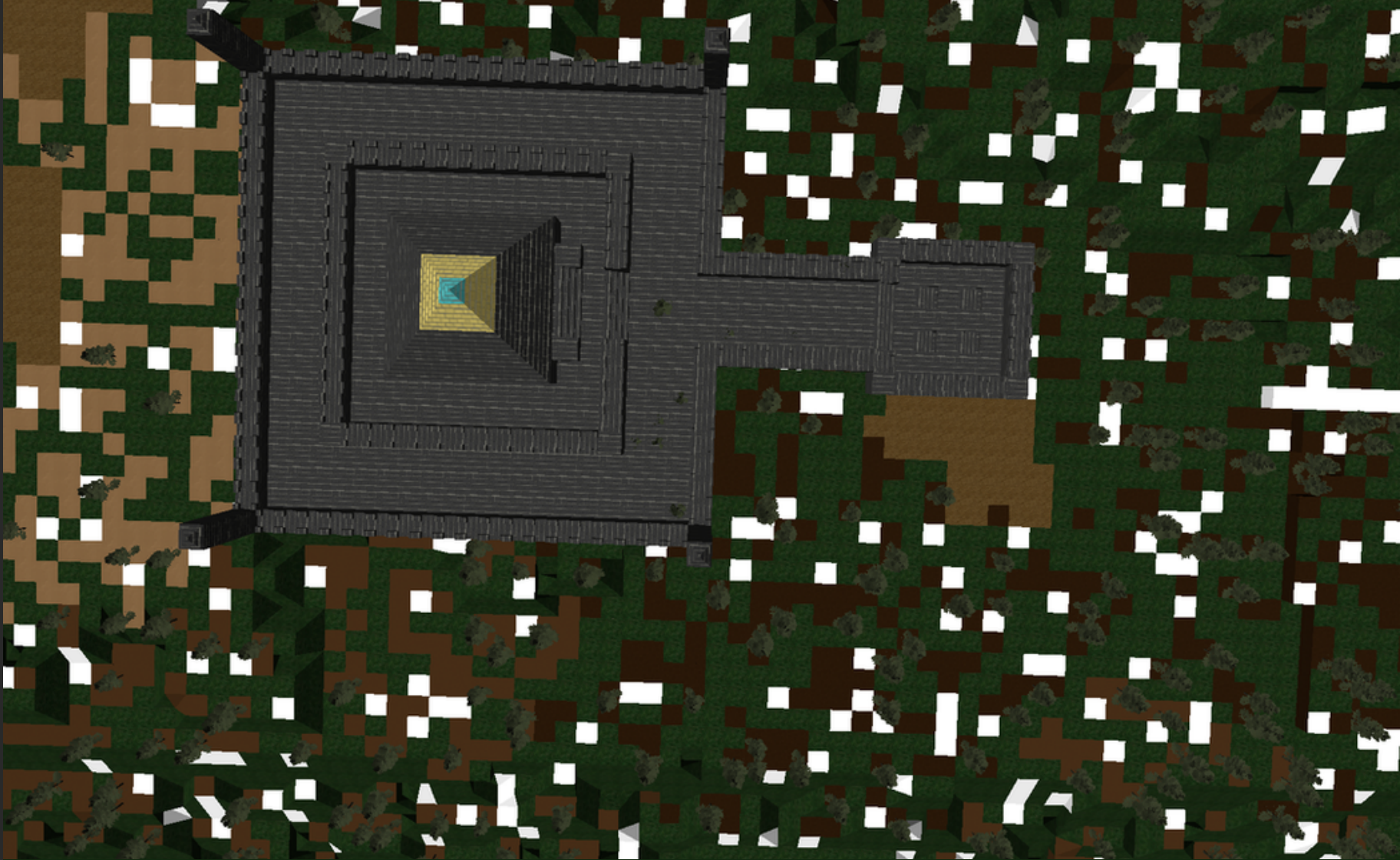
The entire structure is made up of obsidian. The sacrificial altar is made of cinnabar, the pyramid atop is made of gold with an adamantine tip. The statues are all made of gold.

Sacrifices will be ordered to Altar and then a lever shall be pulled, dropping them down several floors until they are impaled on an adamantine spear or splattered on the floor.

Spoiler (click to show/hide)







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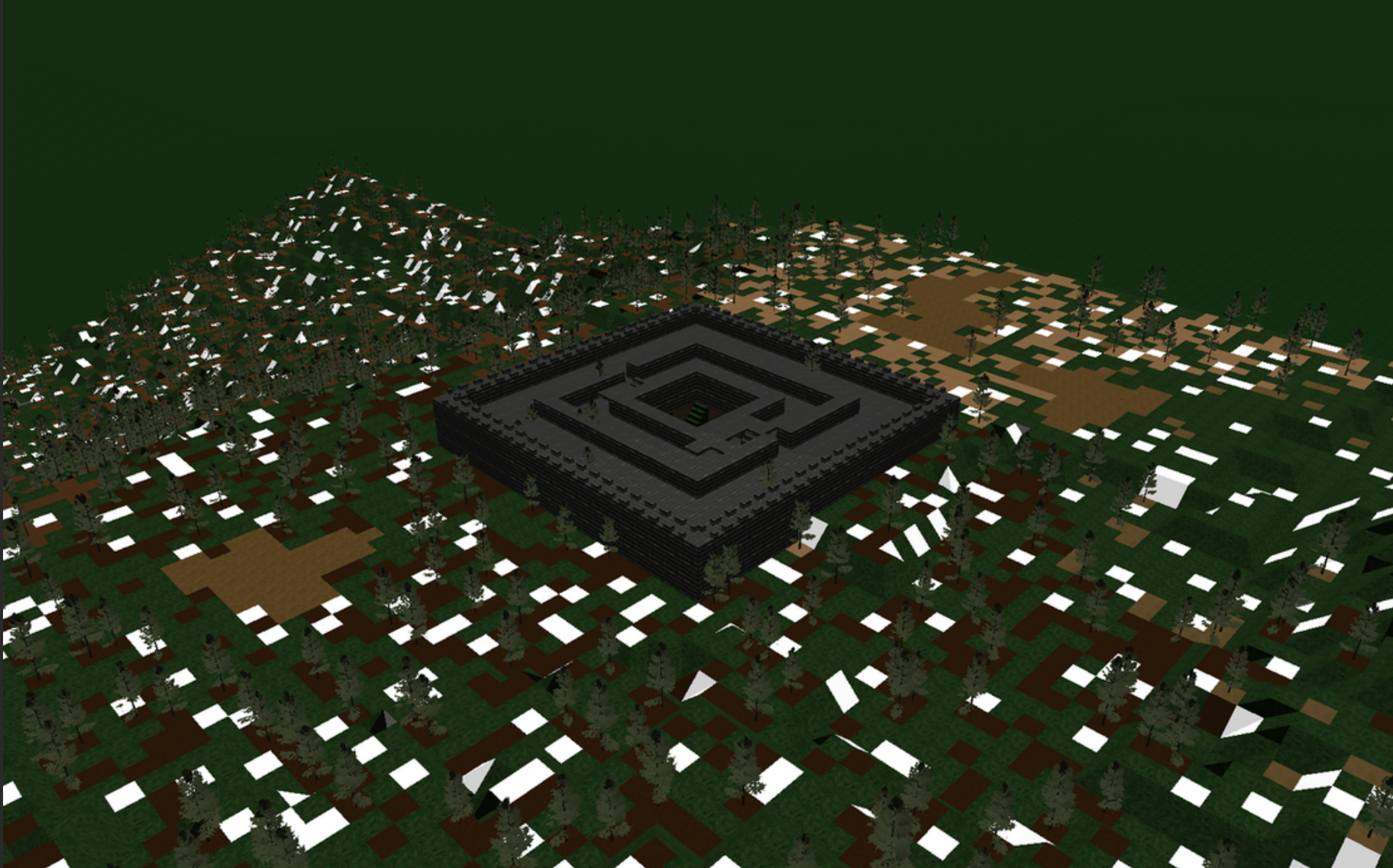
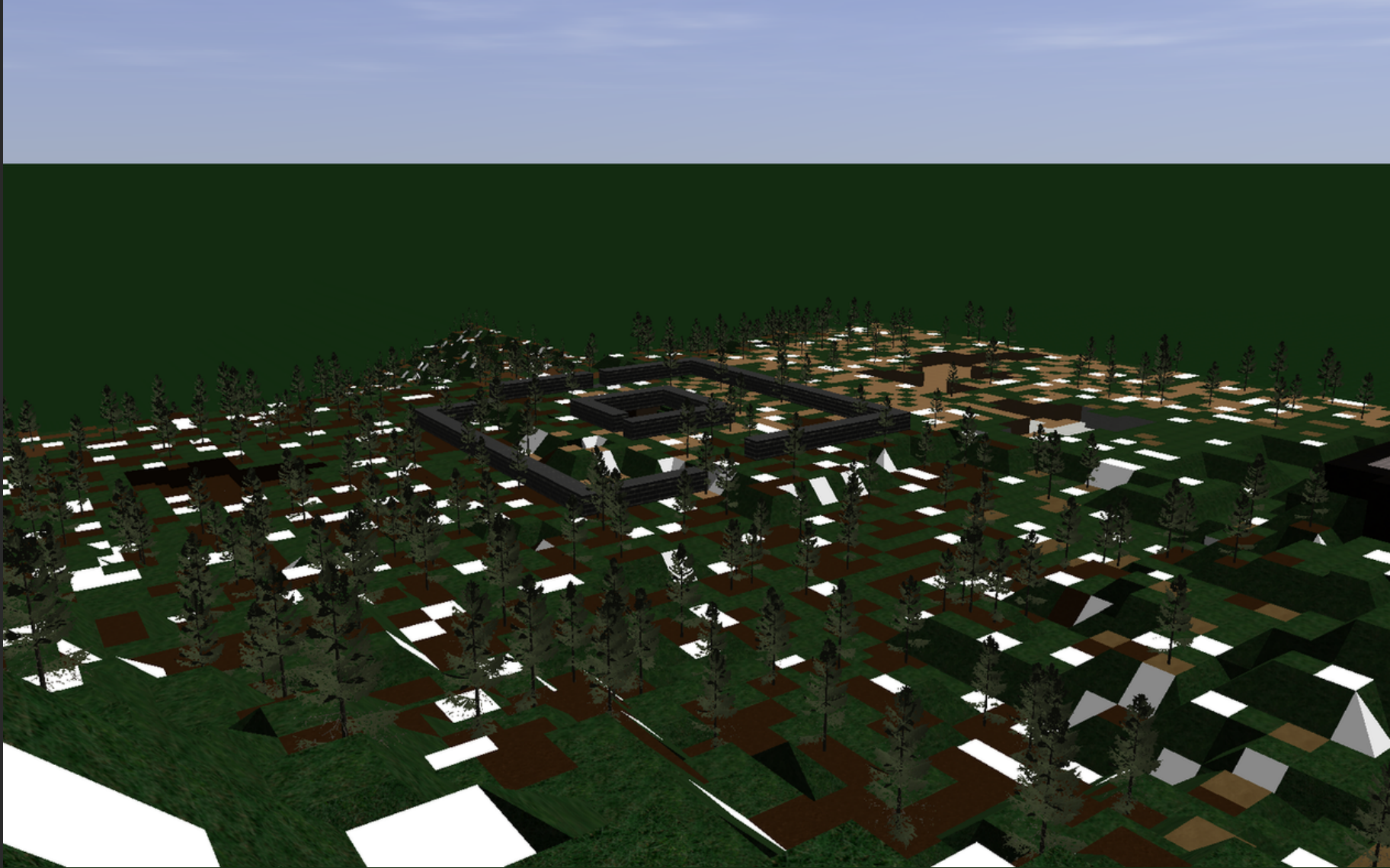
Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 08, 2011, 03:25:35 pm**

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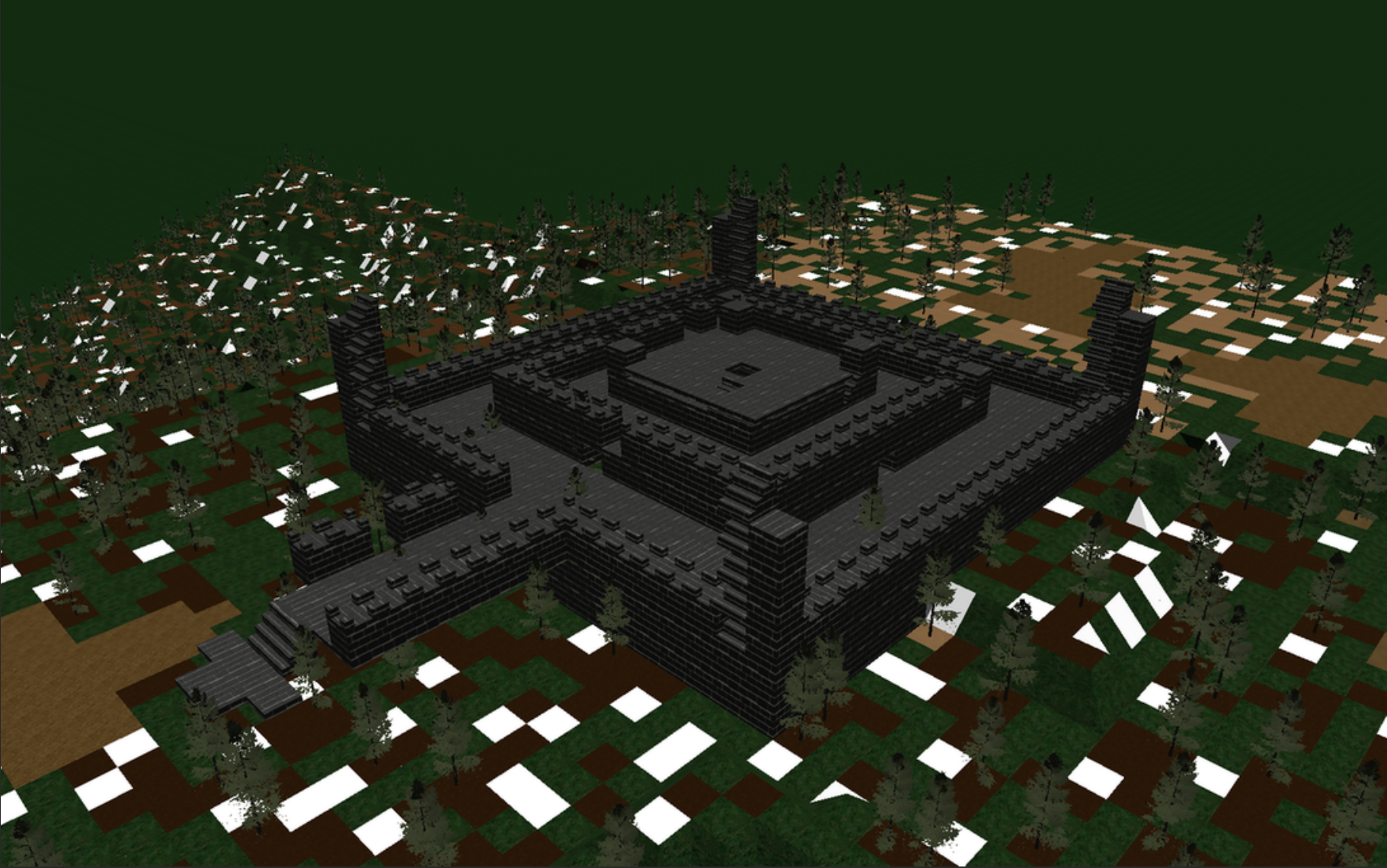
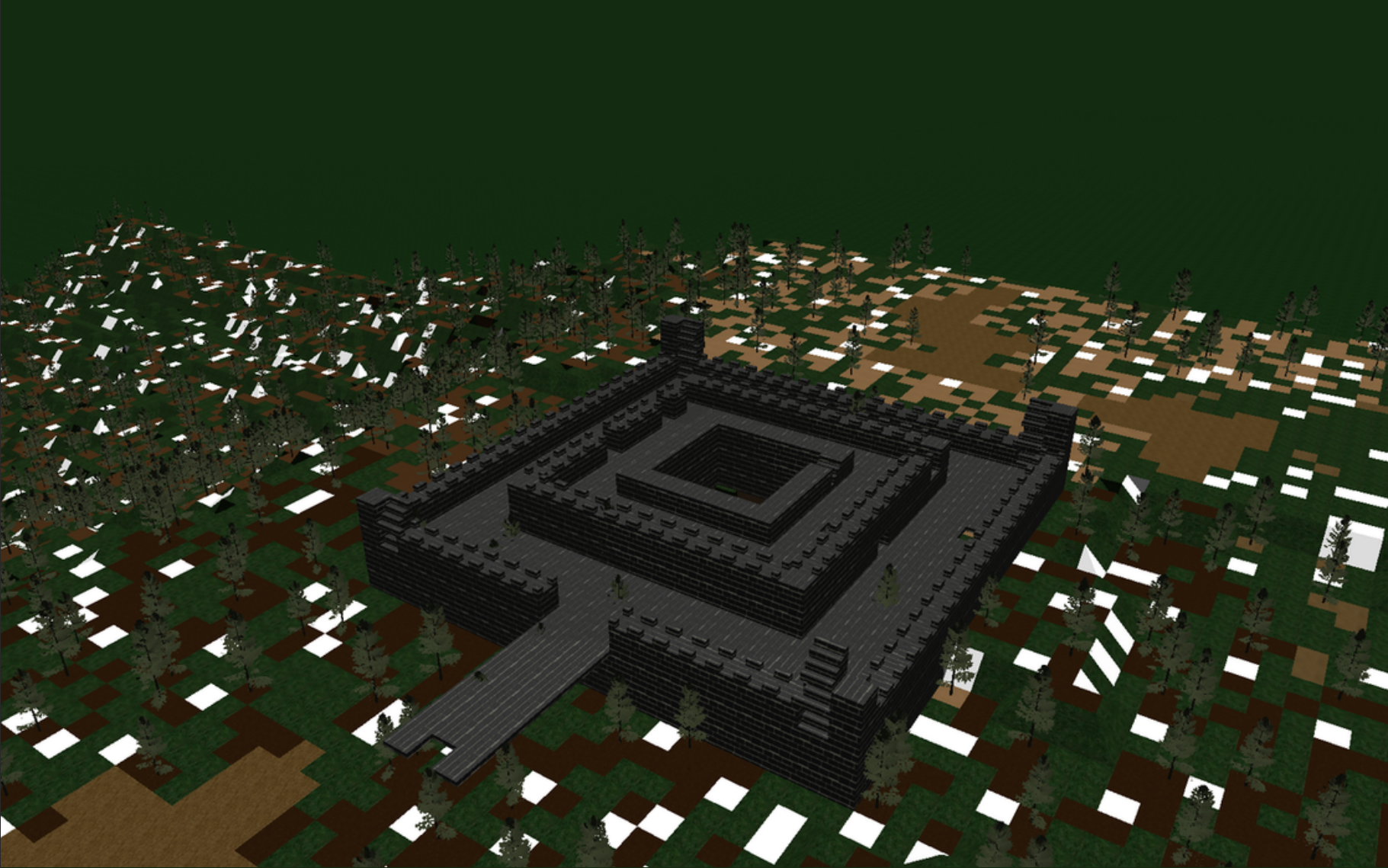
Also, for anyone interested, here's pictures of the monument at various stages of construction from mostly the same angle.

[Spoiler](#) (click to show/hide)

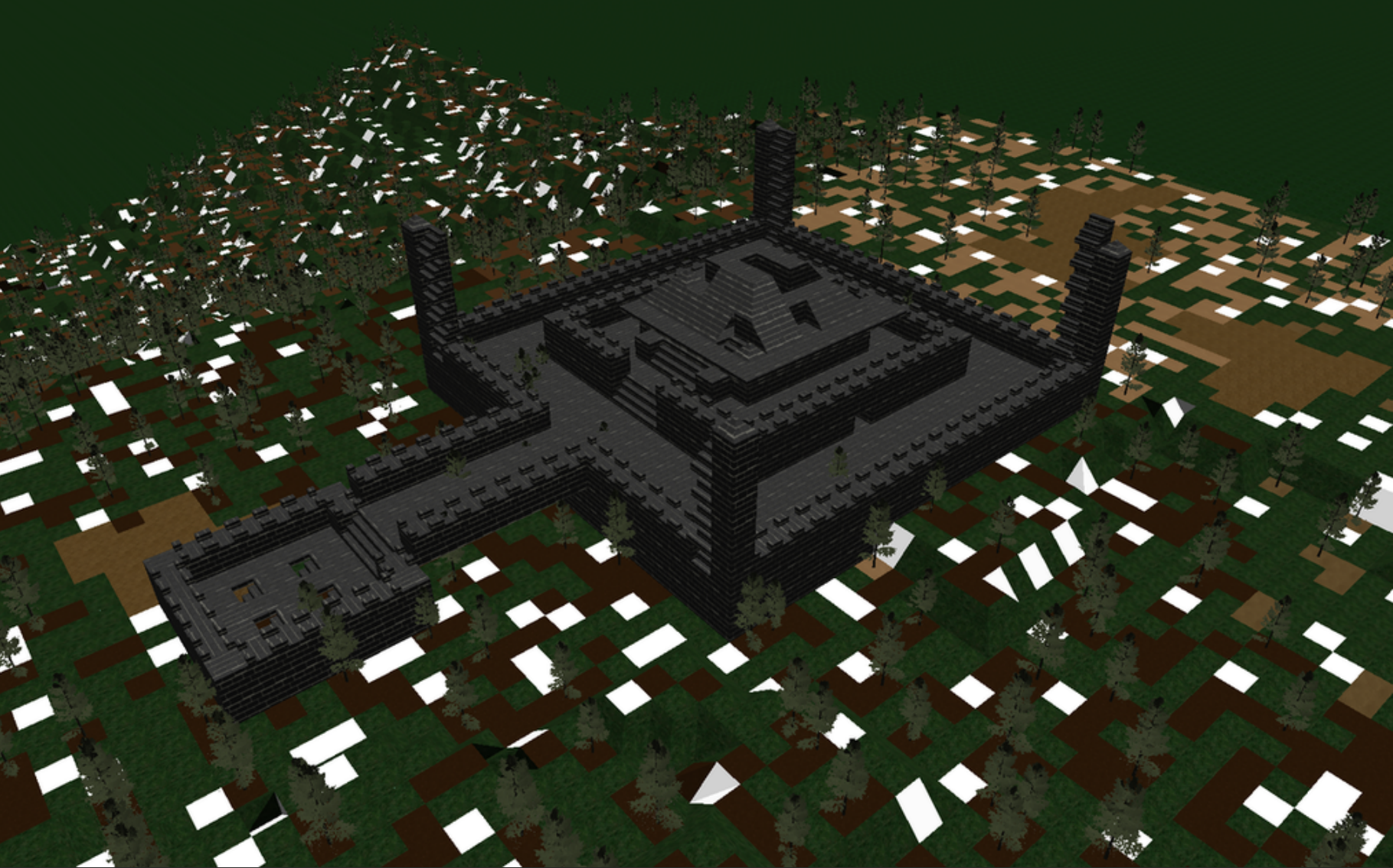
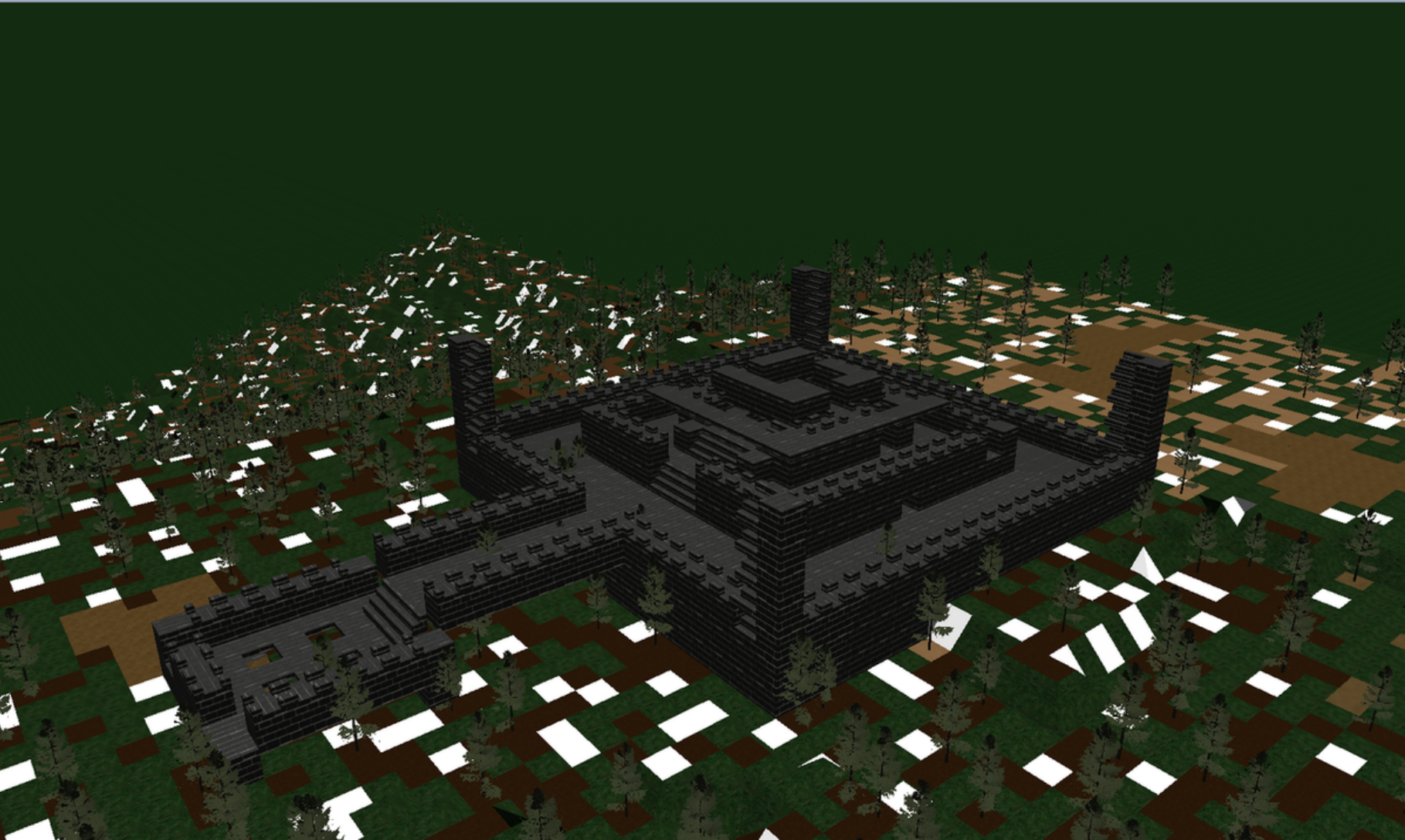




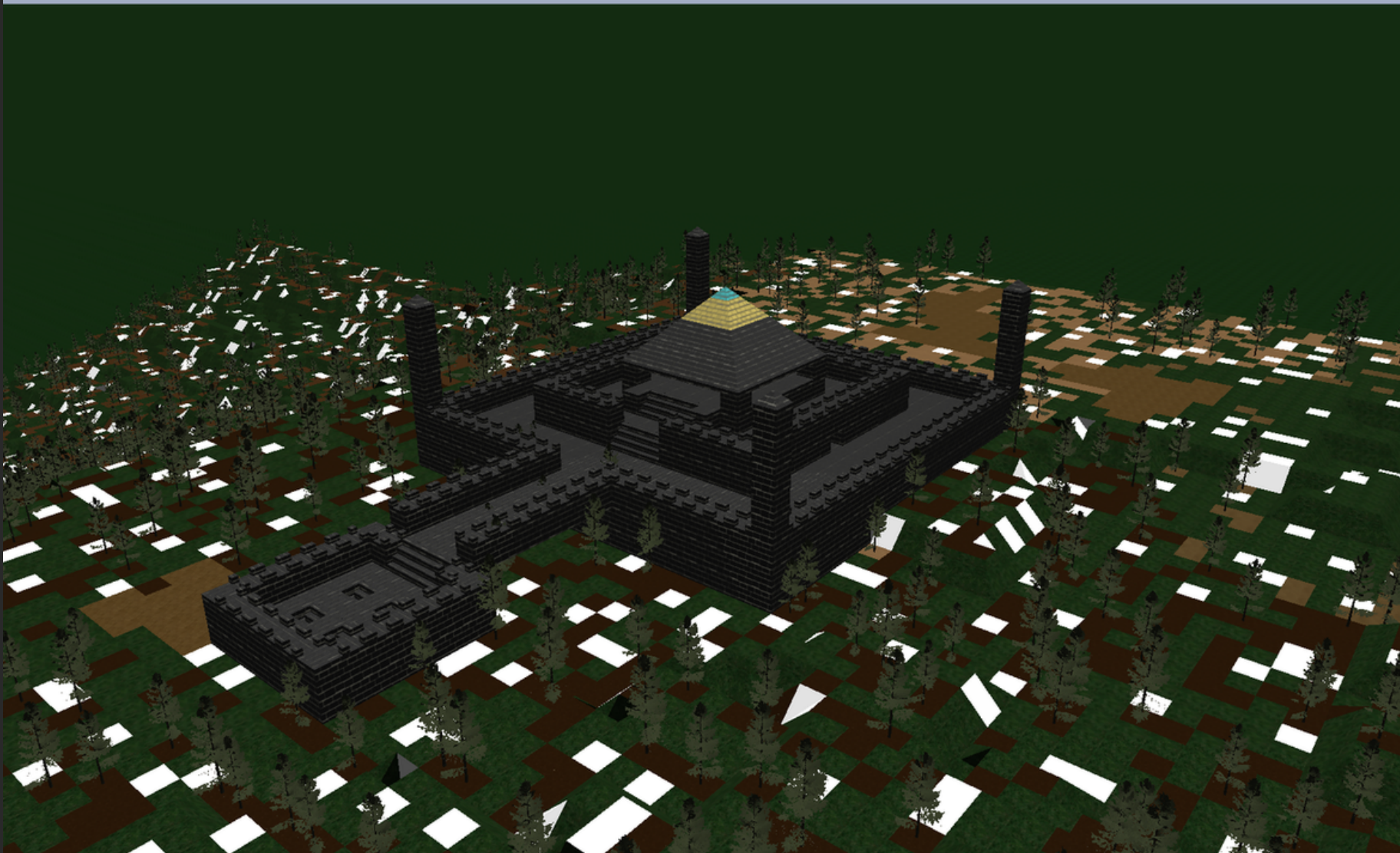












Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 08, 2011, 05:27:20 pm**

That's quite...  
Wow

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 08, 2011, 05:46:32 pm**

Haha, we have the best fort ever!  
  
Excellent Monument Anima. Very nice work.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 08, 2011, 06:05:59 pm**

Glad you guys like it :D  
  
Originally I was going to make a normal pyramid, but I figured this would be more interesting.  
I wish we had more red-colored stone like bauxite or more cinnabar. I would've added some red accents to it...  
  
Ya know, I still might. Make a line of red floors coming from the altar to the stairs, like blood is flowing into the fort from the sacrifices.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **September 08, 2011, 08:54:16 pm**

Wow. That's a hell of a monument (literally). I could NOT make anything like it anytime soon, because of either FPS standstill, or boredom.  
  
EDIT: Can I lead a marksdwarf squad of my own to fame? I would fight gallantly, I promise. And if ever, I wish to go down in flames and glory, instead of sitting around here rotting, on boredom and booze. When I die, commit my body and possessions (including weapons and artifacts I have made) to the fires of Hell, and engrave a legendary memorial slab in my memory of gallant fighting and fearless conquests.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 08, 2011, 09:35:57 pm**

Quote from: AnimaRytak on September 08, 2011, 06:05:59 pm  
I wish we had more red-colored stone like bauxite or more cinnabar. I would've added some red accents to it...  
  
Ya know, I still might. Make a line of red floors coming from the altar to the stairs, like blood is flowing into the fort from the sacrifices.

Perhaps a bit cliché, but I can't help but think magma trenches would be the way to go in this situation.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 08, 2011, 09:36:47 pm**

Dwarves can use trenches?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 08, 2011, 09:57:18 pm**

Quote from: NRDL on September 08, 2011, 09:36:47 pm  
Dwarves can use trenches?

Use the channel command, bro.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 08, 2011, 09:58:54 pm**

Quote from: Blade Master Model 42 on September 08, 2011, 09:57:18 pm

Quote from: NRDL on September 08, 2011, 09:36:47 pm

Dwarves can use trenches?

Use the channel command, bro.

Ok, but how effective would they be? Will they help the marksdwarves survive? Even against enemies as powerful as demons? Because if so, trench warfare could be a viable option of expanding and defending the mini-fort in hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 08, 2011, 10:47:43 pm**

Dude. That monument is AWESOME. And you totally should add magma. That's not cliché; it's classic! ;)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **September 08, 2011, 10:59:06 pm**

Use magma to boil blood? <fantasy> If we had a setup where every sacrifice ended in a plume of blood vapor... </fantasy>

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 09, 2011, 05:33:32 am**

Quote from: NRDL on September 08, 2011, 09:58:54 pm

Quote from: Blade Master Model 42 on September 08, 2011, 09:57:18 pm

Quote from: NRDL on September 08, 2011, 09:36:47 pm

Dwarves can use trenches?

Use the channel command, bro.

Ok, but how effective would they be? Will they help the marksdwarves survive? Even against enemies as powerful as demons? Because if so, trench warfare could be a viable option of expanding and defending the mini-fort in hell.

No, they aren't useful defensively. They would keep magma from getting everywhere though, and I never suggested them as a defensive option. More as a decorative one.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 09, 2011, 06:05:46 am**

the only way to use trenches for defense is a channel line, a normal space and then fortifications, so you can move dwarves about without exposing them to line of sight needlessly. Oh, and to remove the majority of the ramps. but even then you run major risks and deamons can fly so.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 09, 2011, 03:33:25 pm**

**Limestone, 1st**  
*The following journal entries are hastily scrawled.*

Last night, in my dreams, Armok called out to me.

He said the monument was lacking.  
He said it required the blood of the earth.

I have receieved his message.

There must be magma.

**Limestone, 10th**  
Channels are being dug, iron grates being constructed, path to magma still remains to be planned.

Ordered hematite dug out. We need the red rock for Armok.

**Limestone, 12th**  
Militia commander Blade Master went on a trantrum. Nothing broke, no one hurt. Must relieve him of duty for now.

**Limestone, 17th**  
Finally shot deer on bridge with a balista bolt. Spilled lots of blood for Him.



**Sandstone, 13th**  
Almost finished with magma. Need more iron grates. Much more iron grates.

**Sandstone, 21st**  
Paindeer still alive. How? His liver broken. And hanging from torso.

Spoiler (click to show/hide)  
A medium-sized hoofed forest creature that grows its antlers back each year.  
His upper body is cut open. His liver is broken.  
He is enormous yet very weak. His hair is brown. His skin is burnt umber. His right front leg bears a tiny straight scar. His left front leg bears a tiny straight scar. His right rear leg bears a tiny straight scar. His eyes are brown.

Fire balista again.

Bolt miss, maul Tekkud Oltarbuket.



Spoiler (click to show/hide)  
Tekkud Oltarbuket has been happy lately. She had a wonderful drink lately. She admired a fine Door lately. She had a fine drink lately. She slept in a bedroom like a personal palace recently. She ate a fine dish lately. She dined in a legendary dining room recently. She was caught in the rain recently. She has complained of the lack of dining tables lately. She was nauseated by the sun lately. She is a worshipper of Moldath and a worshipper of Uzol Greendyes. She is a citizen of The Basement of Murder. She is a member of The Death-Hammers of Wrath. She is seventy-five years old, born on the 2nd of Moonstone in the year 689. Her right lower leg is broken. Her right lower leg is oozing Tekkud Gildquick's dwarf blood. Her right lower leg is bruised. Her left upper leg is broken. Her left upper leg is oozing Tekkud Gildquick's dwarf blood. Her left upper leg is bruised. Her right upper arm is broken. Her right upper arm is bruised. Her lower body is bruised. Her guts is bruised. She is corpulent. Her teeth are tangled. Her lips are very thick. Her hair is clean-shaven. She has an angular chin. Her nose bridge is somewhat concave. Her skin is cinnamon. Her eyes are copper. She is slow to heal, clumsy and very weak. Tekkud Oltarbuket likes mudstone, pig iron, wood, opal, white-handed gibbon, leather, amber, bluefish bone, the color dark green, circles, bolts, querns, donkeys for their stubbornness and bugbats for their freakish insect heads. When possible, she prefers to consume perch, water buffalo cheese and dwarven ale. She absolutely detests rats. She has an amazing spatial sense and a great memory, but she has a poor kinesthetic sense and lousy creativity. She doesn't handle stress well. She is very active. She is not a risk-taker. She is often cheerful. She is immodest. She very rarely does more work than necessary. She takes time when making decisions. She needs alcohol to get through the working day.  
A short, sturdy creature fond of drink and industry.

Reload.





Only bruises.

Stupid paindeer!

**Timber, 2nd**

Narquille gone insane. Babble incoherently. He no longer useful. Need new bookkeeper. Yes.

**Timber, 3rd**

Onul Koganshis withdraw from society. He takes craftwarfs shop. Must keep watch.

**Timber, 8th**

Ghost attack Baelor, stun him.

Must do something about ghost.

**Timber, 13th**

Caravan arrives. Will trade.

**Timber, 14th**

Stupid cocksuckers. Let loose badgers and foxes. Now must kill them, can't trade them.

**Timber 15th**

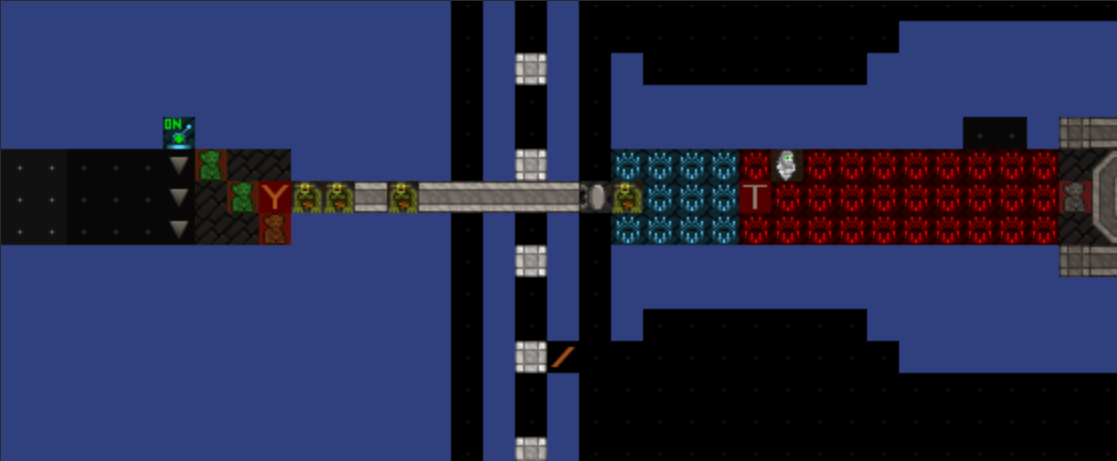
A vile force of darkness has arrived!

I knew I smell goblins.  
Let come, more blood for Armok. More skulls for his throne.

**Timber, 17th**

Goblins like temple. Spot Goblin Mace Lord staring. Heathen goblins. Not understand importance.

Trolls on bridge.



Trolls not on bridge anymore.

**Timber, 21st**

Tryrar depressed. Melancholy. Bed ridden since last fight. Paralyzed.  
Not good for Deathgate.  
Not good for Armok.

**Timber, 24th**



Armok temple almost done. Need more grates. A statue. Sacrifice needed. For Armok.

**Timber, 25th**  
Goblins hiding.

Pull the lever...

...cant figure out which lever release magma.

**Timber, 29th**  
Paindeer still live.

What hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 09, 2011, 05:26:19 pm**

Yeesh, first Karakzon, now Tryrar? Deathgate's champion speardwarves have no luck, do they?

EDIT: Maybe that artifact spear is cursed....

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 09, 2011, 05:36:16 pm**

A bunch of our dwarves were paralyzed in the fight in hell and went insane after being bedridden for months.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 09, 2011, 06:10:30 pm**

Ahh, that explains it. I still like the "cursed artifact spear" explanation, though. ^\_^

By the way, that deer is hardcore.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 09, 2011, 06:40:58 pm**

I don't know how the hell he's still alive, other the fact our ballista arrowheads are made of nerf foam. He took one to the face and came out with a bruise. Still he's walking around with his liver hanging out, so Paindeer is an earned title.

I even mauled an innocent dwarf trying to kill him.

I've really run this fort into the ground. Half the military is dead or insane from the horrors of hell, six or so forsaken beasts are locked away in the caverns, the road into Deathgate has been painted with troll blood, we've slaughtered about 400 innocent animals via liberal application of a boot to the ass, a deer with its liver hanging out of its chest after two siege bolts to the face is still scaring the piss out of people using the old doom-bridge, and we have about a dozen ghosts routinely harassing our dwarves since I can't find or reach their corpses. As I speak, lava is pouring down the side of the mountain in the hopes it burns some of those damned goblins sieging us to death or at least drives them towards the troll-blood bridge. On the flip side, Armok's temple is almost complete and we've stolen enough goods from the humans to piss them off for a good decade.

Viva la Deathgate!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 09, 2011, 07:10:56 pm**

Just engrave slabs to get rid of the ghosts. It's what I did on my turns.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 09, 2011, 07:15:03 pm**



<div>It's a pain to do though, since there's a huge list of potential engrave-ies to look through, including all the goblins and trolls that have attacked us. I've got the ghost names listed in notepad, so its just a matter of getting them put on the craftsdwarf shop.</div> <div>I'm going to try to get them taken care of, but I can't guarantee it'll be finished.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Luzahn</b> on <b>September 10, 2011, 10:14:32 pm</b></div>
<div>Any threat of a tantrum spiral right now? Sounded like a good amount of casualties recently.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>AnimaRytak</b> on <b>September 10, 2011, 10:17:24 pm</b></div>
<div>Outside of the military, everyones happy and drunk off their ass. Well, mostly drunk off their ass.</div> <div>Final post should come tomorrow. I was busy today and didn't feel like playing the end of an epic turn tired.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Luzahn</b> on <b>September 10, 2011, 10:35:42 pm</b></div>
<div>Hey, is there any way I could be dorfed as Luzahn? Preferably as one of the fort's less-effective soldiers, for hilarity's sake.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>AnimaRytak</b> on <b>September 10, 2011, 10:58:30 pm</b></div>
<div>Can do!</div> <div>More dorfs are always welcome.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Luzahn</b> on <b>September 10, 2011, 11:00:15 pm</b></div>
<div>Thanks! Really love the effort put into this project.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>micelus</b> on <b>September 11, 2011, 07:00:09 am</b></div>
<div><div>Hi, I'm still reading through the thread. I'm currently busy with projects and exams, but I could try and take a turn. Of course, I'm extremely bad with the military side of dwarf fortress so if I was playing, the population of the fort may dramatically decrease. In short, I'm asking for a turn. If I get the turn, I'm not even going to download the file until around friday or so. Too busy for the week. Nevermind.</div><div>Good work on the fort regardless.</div><div>Question: How do you take screenshots of Dwarf Fortress?</div></div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Blade Master Model 42</b> on <b>September 11, 2011, 07:59:10 am</b></div>
<div><div>Quote from: micelus on September 11, 2011, 07:00:09 am</div><div>Question: How do you take screenshots of Dwarf Fortress?</div></div>
<div>the Print Screen key and mspaint are your friends. I recommend png format.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>noodle0117</b> on <b>September 11, 2011, 08:50:54 am</b></div>
<div>If you use a mac it's Command --&gt; Shift --&gt; 4</div> <div>Yes... I use mac to play DF.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>kerlc</b> on <b>September 11, 2011, 08:53:56 am</b></div>
<div>i do not see why not. *gets devoured by PC fanatics*</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Blade Master Model 42</b> on <b>September 11, 2011, 10:15:26 am</b></div>
<div>Sorry, I didn't stop to consider that other people use non-windows operating systems. It's what I use, so I only know how to do things with it, and I never really think about other OS'.</div> <div>Not that I'm one of those 'anti-mac' people. Use whatever you're comfortable with, it doesn't effect me.</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>Luzahn</b> on <b>September 11, 2011, 12:12:23 pm</b></div>
<div>I've found the most unfortunate dwarf I've ever seen: "Her Liver is Broken."</div>
<div>Title: <b>Re: Deathgate - Successful Hell Colonization! (Succession Game)</b></div> <div>Post by: <b>AnimaRytak</b> on <b>September 11, 2011, 05:05:46 pm</b></div>
<div><b>Moonstone, 1st</b> Winter come. Want to burn goblins.</div>



**Moonstone, 3rd**

Artifact finished. Useless trinket.

Onul Koganshis doctor has created Gimzalis a black-cap crown!

Spoiler (click to show/hide)

This is a black-cap crown. All crafts dwarfship is of the highest quality. It is decorated with blood thorn and encircled with bands of diorite and cat bone. This object menaces with spikes of black-cap, moose bone and dog bone. On the item is an image of Sibrek Scaledflag the dwarf and Ufalo Shadeashes the Grave of Tunnels the bleak ogre in pine. Ufalo Shadeashes the Grave of Tunnels is striking down Sibrek Scaledflag. The artwork relates to the killing of the dwarf Sibrek Scaledflag by the bleak ogre Ufalo Shadeashes the Grave of Tunnels in The Wordy Forest in 303. On the item is an image of clouds in turkey leather. On the item is an image of Sibrek Scaledflag the dwarf and Ufalo Shadeashes the Grave of Tunnels the bleak ogre in turkey leather. Ufalo Shadeashes the Grave of Tunnels is striking down Sibrek Scaledflag. The artwork relates to the killing of the dwarf Sibrek Scaledflag by the bleak ogre Ufalo Shadeashes the Grave of Tunnels in The Wordy Forest in 303. On the item is an image of a cloud in lead.

**Moonstone, 8th**

See ghosts. Angry, angry ghosts. Slabs scare them away. Yes.

**Moonstone, 14th**

Iron grates. Need more. Almost finished. Almost done!

**Moonstone, 15th**

Badger in fortress. Jeweler beat it half to death.

Good jeweler.

**Moonstone, 28th**

Forgotten beast. Spotted in pipes. Going for sub-fort farm.

Blood for Armok!  
BLOOD FOR ARMOK!



**Moonstone 29th**

Beast stuck in pipes.  
Funny.

**Opal, 4th**

UristMcHuman wander outside. Become elite marksdwarf. Die.  
He no die hero.

**Opal, 15th**

Goblins gone. Scared by Armok.

**Opal, 18th**

Need more grates. No more iron. Use obsidian. No, use artifacts!

**Obsidian, 13th**

Goblins come.

**Undated**





Temple done. Armok calls. I go.

**Journal if interim Mayor, Zulban Itontat**

That batshit insane prophet finally killed himself. He jumped down the damn hole of that temple of his to his death. I say good fuckin' riddance because that asshole ran this place into the ground. We got goblins outside ruining our shit, we got ghosts inside ruining our shit, we got forgotten beasts in the caverns ruining our shit. To top it all off, our mayor started screaming blood for the blood god before leaping to his death.

I want to get the hell out of Deathgate, Fistmachines was better than this!

----

I'm extremely disappointed with this last season. I wanted to have my character be the first sacrifice but I couldn't get him to stand on the burrow. Far as I can tell, the sacrifice system doesn't work at all.

Anyways, here's the save.  
Download (<http://www.mediafire.com/?3a2ir3n2vvxnqje>)

FPS has been upped a bit, but with the siege out that sorta got nullified. You can get a decent boost by turning off Temperature in the d\_init. Also, I set the max population at 150 but you'll have to change that in your own init otherwise it'll go back up.

(Also, we're one vote away from getting a spot in the hall of fame, go Deathgate!)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 08:12:42 pm**

Dear god...this place looks like it's been designed by multiple particularly sadistic madmen...Gonna take me a while before I can actually figure out where anything is. That forgotten beast also throws a monkey wrench in my plans, as does the siege...As an aside, have not yet unpaused the game, still trying to wrap my head around where anything is.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 11, 2011, 08:50:27 pm**

So, out of curiosity, is the entire fort living in Hell right now? Or are we divided between upper and lower Deathgate?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 11, 2011, 09:03:01 pm**

scaliper, I suggest you get familiar with the hotkeys. Most of the really important stuff was tied to them, at least when it was my turn.

I think it might be worthwhile to lock the whole fort up for a while, until our military stops being incompetent.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 09:57:02 pm**

As of yet, there are some bedrooms set up with nobody assigned to them. The base of operations is extremely small, nowhere near big enough to fit even a quarter of the dwarves. And if I can't get the military up and running quickly, it may stay that way, at least for my turn.

As an aside, the fort seems to be locked up nice and tight. Although there's a huge siege right outside, all the gates are pulled. To my knowledge, there is absolutely no threat to us at the moment. As an aside, I think my first order of business is going to be to get the military into a coherent shape, and get them set up in the bunker. Well...after figuring out the hotkeys, of course. Just looking around, I've already set one up for the forges, although I might delete that now that I'm familiar enough that I can use the manager effectively. Did some testing in another fort, far less inefficient than I had been led to believe by the wiki.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 10:16:16 pm**

Anyone know what "Sholkikitat" is? One of the soldiers is said to be wearing it, but I can't find it on the artifact list.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 11, 2011, 10:41:02 pm**

The bedrooms in Hell are part of the barracks. If you set up some prepared meals and booze stockpiles down there, you'll be able to train troops 24/7. The barrack piece is one of the left-most armor stands/weapon racks.

And yes, good GOD is Deathgate a clusterfuck of architecture. The first two level's aren't so bad. Below that? Is a cluster-fuck

- Also:  
F1 - Entrance  
F2 - Main Floor  
F3 - Food Production  
F4 - Sub Fort  
F5 - Armok's Temple  
Ctrl - F4 - Hell

Those are the main ones I've got memorized.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 10:51:01 pm**

Ah, I was wondering about that. I actually designated the lower armor rack to be the barracks and set my newly organized military to that one, so I'll remove the old one...Update coming some time tomorrow, I think. I made less progress on my first day than I had hoped, but hopefully all will come out well in the end. Also, those forgotten beasts are really annoying me...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 11, 2011, 10:52:20 pm**

How's the FPS running? I was getting mid-teens with the siege and mid twenties without it. I didn't clear the fort of stone though, but the murdering of pets did quite a bit for the lag.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 10:59:56 pm**

Quote from: AnimaRytak on September 11, 2011, 10:52:20 pm  
How's the FPS running? I was getting mid-teens with the siege and mid twenties without it. I didn't clear the fort of stone though, but the murdering of pets did quite a bit for the lag.

Lag is actually better than I'm used to, although it may just be the new computer. I'm currently running at ~FPS.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 11, 2011, 11:01:39 pm**

Wait what?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 11, 2011, 11:03:21 pm**

Isn't it obvious? He's breached the threshold of a quantum singularity and now his copy of DF is running at the speed of kumquat.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 11:23:56 pm**

Sorry, numlock somehow managed to turn itself off. S'posed to be 32.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 11, 2011, 11:25:23 pm**

I like my explanation better.

Conform to it or I may think angry thoughts in your general direction for half a second.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 11:26:59 pm**

Very well. I must admit, I like your idea of breaching quantum singularity.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **September 11, 2011, 11:29:18 pm**

well with all the quantum breaches and self sacrificing dwarves i may have to see how my machine holds up

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 11, 2011, 11:30:58 pm**

Also I want to be dwarfed as Derm the SCIENCE! dwarf.

BECAUSE WHY THE HELL NOT?(Not actually taking a turn, just want a dwarf. Because yes.)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **September 11, 2011, 11:32:00 pm**

i feel a stand back im going to do science (with magma) coming on



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 11:33:48 pm**

Any particular preferences to gender and labors?

Also, I feel it my duty to report, just in case someone does it in the next five minutes, that we are officially the first reported fortress to have a FARM IN HELL! Details sometime tomorrow evening.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 11, 2011, 11:36:34 pm**

Sorry, mispost. Meant to hit modify, wasn't careful enough.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 11, 2011, 11:37:37 pm**

Gender is male. Labors is to frequently appear in the overseer's log doing something batshit insane.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 12, 2011, 12:05:19 am**

I just noticed I got sigg'ed by scaliper

Booyah. 8)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **UristMcHuman** on **September 12, 2011, 09:08:47 pm**

Can I just randomly download the save for the Hell-Fortress and bend it to my own will? I'd like to see how this has turned out.

Quote from: AnimaRytak on September 11, 2011, 05:05:46 pm

Opal, 4th

UristMcHuman wander outside. Become elite marksdwarf. Die.  
He no die hero.

Did I die already?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 12, 2011, 09:10:40 pm**

Yes. You walked out of the fort and over the goblins to pick up equipment. To your credit, you did manage to become an elite marksdwarf before they ruined your shit.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 12, 2011, 11:05:43 pm**

Note: I have a tendency to be wordy and embellish a lot. I apologize to all the lazy dwarves out there. Also, I have a bit of a lack of pictures. Not much worth taking pictures of, interestingly, but what there was I generally forgot. Sorry :(

From the Overlord Records of Deathgate  
Section The Second: The Rule of Scaliper  
I have decided to create an extremely heavy and prohibitively large book of stone tablets to carry around chronicling the various overlordships of Deathgate, so that the efforts of all the fine(and not so fine) overlords are never forgotten, particularly one particularly handsome dwarf full of charisma and awesomeness. For Brevity's sake, I have managed to condense the former rules into one chapter. Poor girl can't stand lengthy documents. Also, records of said rules can be found elsewhere, so a full rerendering is redundant.

ANYWAY, I shall be updating these records spur-of-the-moment, hopefully to the extent that they will read like a stream-of-consciousness, except actually intelligible.

I suppose I should begin with the record of how I became Supreme Overlord. A few days after I arrived from the mountainhomes, some nutty prophet who had declared himself overlord went even more stark-raving-mad and threw himself onto a spear in the Temple to Armok. This, of course, gave me an idea. I promptly picked up a dog and threw it onto a spear. That's what you get for leaving a pile of mandates right outside my door! Anyway, soon after, I got another idea. I decided to take a page from this prophet's book and declare myself Supreme Overlord of Deathgate.I was kind of surprized; I didn't even have to fight anybody for it! I swear, the entire population of this fort is completely lacking in ambition.

That out of the way, I decided that, if I was going to rule this place, I should probably get acquainted with it's layout. That took far longer than it should have. Took me five hours just to find the bathroom, and this after upending \*three\* kegs of ale. That was distinctly unpleasant. Seriously, this place looks like it was designed by several madmen, all of whom hated eachother's particular style of chaosization. I pointed this out to a passerby, and he told me that that analysis was "pretty accurate." I think I'm beginning to understand why there were no rivals to the overlordship...

Anywhom, upon sort of figuring out my way around, I decided to get going on my project. I had planned on making the sole entrance to the fort into an enormous magma-cannon shaped like a skull, but there's a massive siege of goblins outside, and I don't particularly feel like testing my luck against them. That being the case, I figured I'd go for an official place in the annals of dwarven history. See, I was briefed just before departure on the mission to colonize Hell. I figured I'd really stick it to the demons and create a farm in the pits of death. I'm sure the beautiful smell of sweetpod must make them retch! However, I was recently informed that a forgotten beast has somehow managed to wander into Hell. We have the only entrance I'm aware of, so I'm wondering exactly what's going on here.

So, having found the perfect spot for such a farm, I decided I'd mobilize the military. Dear god was that a mess. A whole bunch of dwarves haphazardly assigned to squadrons with very few semblances of organization that I could detect. There was one listed squad that didn't even have anyone in it. Some of them didn't even have any equipment, most have no training, and I'm pretty sure a number of them weren't told to be sleeping and training in the Barracks. To top it all off, most of them were working on non-military things in their "spare time," and by "spare time," I mean "whole day." So I decided to replan my goals *again*, and made getting the military up and running my first priority. With very few exceptions, I made sure that all military dwarves had tags attached to them that listed them as soldiers, followed by their associated weapon. Of course, there was one moron who insisted on being called a "Templar," whatever the seven hells that means, but I let it slide. I then sorted them into squads by weapon, and set them all to do absolutely everything in the barracks, where I was sure to make a food stockpile. I also took inventory of our weaponry, and created enough high-grade weaponry to equip all of them. The only exception was the macedwarves, as I placed armor at higher priority than silver maces. They are currently using copper. I also ordered enough armor to be made for the entire force. I figured that, since we have at present 85 adamantine wafers and a bit over 100 ore, we could spare a bit on making sure our warriors survive fights, so I made 21 each of breastplates, mail coats, helms, and greaves. If it turns out we have enough for a bit more, I'll be adding in 42 more mail coats and possibly some caps.

Out of character aside for future reference: If Hell has already been breached, does breaching Hell from another spire spawn another swarm of demons?

Unfortunately, I haven't been keeping track of exact dates as of yet, so what has happened up to now (being the time I decided to start compiling annals of my rule, 20th of Felsite, 766) is chronological, but not dated. I shall give a brief overview: Firstly, a metalsmith claimed a magma forge, slowing down the production of my armor. Poncy little git used a wafer of adamantine to create a COMPLETELY UNADORNED BRACELET!!! I am strongly considering creating a danger room full of large wooden spikes and letting him do a dance until he dies. For the time being, though, he's a great go-to guy for creating trinkets. For my future reference if I'm ever in a particularly sadistic mood, or for future rulers who need a sacrifice to Armok, his name is Athel Dorenang. In the interim, two baby girls were born.

Perhaps the most frustrating point was when *another* forgotten beast wandered into Hell, this one a freaking *snail* with *wings*! Dear Armok, why do you not want my farm to get up and running?! Military is training full time, of course, but it'll still be a while before they're ready for such a beast, especially with it's poisonous bite. Perhaps I should just release a couple goblins down there, see how they do. At the very least, they should at least provide me with a bit of a distraction...

As a temporary substitute for a full-scale farm, I have decided to make two ornate rows of sweet-pod plants centered around the entrance to Hell. Those were completed in due course, and I shall be engraving a sketch in this book the next time I visit the area. I am officially the first dwarf in recorded history to set up a farm in Hell!

Just yesterday, my armor orders were all completed. I have yet to assign gear to all of the squads, but it will be done very soon. As well, a baby boy was born.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 12, 2011, 11:17:55 pm**

You got Boatmurdered at the top of the post, I'm a bit confused.

Also, no it shouldn't spawn more demons. So feel free to breach more spires. Just make sure you seal em off soon after since it opens us up to more clown fun.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 12, 2011, 11:24:42 pm**

Quote from: AnimaRytak on September 12, 2011, 11:17:55 pm  
You got Boatmurdered at the top of the post, I'm a bit confused.  
Also, no it shouldn't spawn more demons. So feel free to breach more spires. Just make sure you seal em off soon after since it opens us up to more clown fun.  
Oh, naughty words. I always get it's probably that I'm so used to reading about the mad chaos that was Boatmurdered that I associate mad chaos with Boatmurdered ;) It shall be corrected soon.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 12, 2011, 11:35:31 pm**

Haha.  
I think it speaks well of Deathgate that it can be confused with Boatmurdered at times.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 13, 2011, 12:57:57 am**

Except that deathgate survived the demons while boatmurdered didn't...  
Spoiler (click to show/hide)  
wait a sec, boatmurdered did die primarily by demons right?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 13, 2011, 12:59:38 am**

Moron? ;)  
Oh, and I think Boatmurdered died because it was on fire, due to lava.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 13, 2011, 01:08:49 am**

Boatmurder died a slow, agonizing death from goblins, elephants, magma, and a flaming Sankis.  
It was a good death.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 13, 2011, 01:10:12 am**

If Deathgate ( hypothetically ) dies, how do you think it will end? Just another clown invasion, or sumtin else?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 13, 2011, 01:14:50 am**

A dwarfy end would involve slaughter. Something on the level of Headshoots or Syrupleaf or Battlefailed, with everyone dieing in a glorious slaughter.  
Clowns are a non-threat mostly. There's only 3-4 of them at any one time and, although deadly, could probably be handled by our military with good tactics. And, at the moment, they cant get into the fort at all since I've completed sealed Hell off from the above-world.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 13, 2011, 08:43:34 am**

That's actually one of the things that's been giving me a bit of trouble. I'm having a hard time figuring out how to safely expand the bunker, especially in regards to getting the military to destroy some forgotten beasts. I mean, I could definitely wall off a section and open a breach, but that would likely endanger at least one civilian and would probably split off only a small group of the military that would actually get into Hell. Plus, any breach is going to draw every single creature there to the fort, namely 4 demons, a non-syndrome(fortunately) forgotten beast, and a flying forgotten beast with a poisonous bite. While I am fairly confident in the ability of the military to take on any one of these beasties upon being equipped, I'm considerably less confident about having all of them at the same time.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 13, 2011, 09:04:02 am**

Once again, "moron"?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 13, 2011, 09:25:17 am**

Quote from: NRDL on September 13, 2011, 09:04:02 am  
Once again, "moron"?

Sorry, sometimes I get too much into roleplaying. You have to admit, if someone came up to you and told you he was a templar in a world where templar never existed... ;) Anyway, you're not actually a moron. :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 13, 2011, 09:26:05 am**

I knew that :P Nice roleplaying, anyway.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 13, 2011, 10:08:06 am**

Well, coming down through another spire was a fine idea until that winged forgotten beast showed up. I would think the best bet would be to deconstruct a section of a wall, then swiftly build out from there. Make sure masons are on hand so it gets done quickly, and keep soldiers nearby, so... Well, you know.

If the monsters are a sufficient distance away from the bunker, they shouldn't come sprinting at the dwarves.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 13, 2011, 10:33:21 am**

Quote from: Blade Master Model 42 on September 13, 2011, 10:08:06 am  
Well, coming down through another spire was a fine idea until that winged forgotten beast showed up. I would think the best bet would be to deconstruct a section of a wall, then swiftly build out from there. Make sure masons are on hand so it gets done quickly, and keep soldiers nearby, so... Well, you know.  
If the monsters are a sufficient distance away from the bunker, they shouldn't come sprinting at the dwarves.

See, that's just the problem. Both are hanging out in the general vicinity of the bunker.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 13, 2011, 10:53:40 am**

Quote from: scaliper on September 13, 2011, 10:33:21 am  
Quote from: Blade Master Model 42 on September 13, 2011, 10:08:06 am  
Well, coming down through another spire was a fine idea until that winged forgotten beast showed up. I would think the best bet would be to deconstruct a section of a wall, then swiftly build out from there. Make sure masons are on hand so it gets done quickly, and keep soldiers nearby, so... Well, you know.  
If the monsters are a sufficient distance away from the bunker, they shouldn't come sprinting at the dwarves.  
See, that's just the problem. Both are hanging out in the general vicinity of the bunker.

Hmm, okay, that's a fairly serious problem then. Of course, If they're hanging out by the bunker... You might be able to set up a secondary bunker away from that through one of the spires.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 13, 2011, 02:55:10 pm**

Fifty pages of Deathgate!

And in truth, the Forgotten beasts may or may not be a huge threat. The one that was killed during my turn was a push over and it was the demon's that fucked up most of the troops. Of course that's a game of chance.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 13, 2011, 04:25:30 pm**

...  
carve fortifications and use them as target practice? thats the usual response to daemons outside of dwarven walls.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 13, 2011, 04:31:57 pm**

We have the marksdwarves for that, that's for sure. That squad is a dwarven gattling gun.  
Deathgate, Masters of Bone-Bolt diplomacy.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 13, 2011, 05:26:15 pm**

I think we should catch the next syndrome Forgotten Beast we find and see if we can't kill the demons with inhalement-vector poisons.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 13, 2011, 05:27:22 pm**

Sounds like a job for Derm the SCIENCE! dwarf.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **September 13, 2011, 09:03:08 pm**

Anyone wanna post an update on what the current fort in hell looks like?



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **September 13, 2011, 09:09:02 pm**

^Seconded.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 13, 2011, 09:11:54 pm**

I just wanted to say you're all mad loons for wanting to put a fortress in hell. That said, I have my own scheme for the HFS - I'm making plans to take it and wall it off around the perimeter. Turn hell into a nice little suburb.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 13, 2011, 09:43:28 pm**

Quote from: ThatAussieGuy on September 13, 2011, 09:11:54 pm

I just wanted to say you're all mad loons for wanting to put a fortress in hell. That said, I have my own scheme for the HFS - I'm making plans to take it and wall it off around the perimeter. Turn hell into a nice little suburb.

Well, thank you for the loon complement. And I know I'd like to see your hell-burb when it's finished. Also, include a death tally.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 14, 2011, 12:20:39 am**

Quote from: Blade Master Model 42 on September 13, 2011, 09:43:28 pm

Quote from: ThatAussieGuy on September 13, 2011, 09:11:54 pm

I just wanted to say you're all mad loons for wanting to put a fortress in hell. That said, I have my own scheme for the HFS - I'm making plans to take it and wall it off around the perimeter. Turn hell into a nice little suburb.

Well, thank you for the loon complement. And I know I'd like to see your hell-burb when it's finished. Also, include a death tally.

Death tally? You say that like you expect... Oh, sorry. We're invading hell, of course there will be casualties.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 14, 2011, 02:15:34 am**

Hope I'm not distracting you guys from your own hellish incursion :-\. My own plan consists of about 20 dwarves, about 5 of which are legendary axelords and one spearlord who's so deadly his notable kill list scrolls down. (I want a larger militia, but I'm down to 80-odd dwarves due to various incidents and beserking, and for some reason migrants don't want to come to a fort that's lost about 50-odd dwarves in the last three years to elves and whatnot (not my fault, they wandered outside to loot, got killed, repeat, before i found the door i didn't lock).

Oh, and I've got a giant pillar overhanging the spire i'm digging into. Plan is for them to rise into a room with an adamantine door before using it to deal with, hopefully, a good portion of the intial wave, then station the troops around the hole as i build stairs down.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 14, 2011, 02:13:13 pm**

I'll see what I can do. Unfortunately, my understanding is that you may or may not be able to carve constructed walls into fortifications. I'll have to check up on that. Anyway, I'll post a few pictures of the bunker if I can manage to get the screenshot process working along with my next update, probably tomorrow(although possibly tonight).

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist Imiknorris** on **September 14, 2011, 04:14:04 pm**

Quote from: scaliper on September 14, 2011, 02:13:13 pm

Unfortunately, my understanding is that you may or may not be able to carve constructed walls into fortifications.

You can.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 15, 2011, 04:24:34 am**

be wary of deconstructing a fortification above a fortification. it does a bug were the floor dissapears.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 16, 2011, 06:43:33 pm**

Quote from: Karakzon on September 15, 2011, 04:24:34 am

be wary of deconstructing a fortification above a fortification. it does a bug were the floor dissapears.

And the material used to make the top fortication often drops down and gets stuck in the bottom one.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 17, 2011, 12:56:16 am**

Alrighty, sorry for not updating. Computer decided to really be weird. Fun(but not Fun) stuff happened, including the death of a forgotten beast, a demon, and the creation of a sizable farm in Hell. And the pissing off of merchants. I'll try to update tomorrow when I can figure out where my comuter stores screenies. In the meantime, the fortress is alive and well.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 17, 2011, 02:36:25 pm**

20 Felsite, 766:  
My armor order has been completed! All soldiers are now on their way to pick up adamantine mail, plate, greaves, and helms! Oh joyous day, calou, calay!  
Spring ended upon every soldier being equipped.

11 Hematite:  
Oddest thing, some random furnace operator going by the name of "Limul Ulingzon" died of thirst on the stairs. Not entirely sure what that was about.  
On a brighter note, I've ordered the marksdwarves into the barracks, and had a few fortifications carved out of the walls. We shall kill as

many beasts as it takes to expand the bunker!  
Also, the goblin siege appears to have packed up and left. I guess we were just too imposing for them.

21 Hematite:  
Only one marksdwarf, a "Stakud Mogshumstukos," had the brains to show up, but he single-handedly shot down the flying snail with four bolts. He is awesome. He shall have promotion as soon as promotions are possible.

23 Hematite: I have begun work on the top level of a three-story addition for the purpose of setting a farm up. The top layer will act as a roof, the middle layer will be the area from which water can be dumped(after which it will be an addition for any purposes deemed necessary, perhaps food and booze production), and the lower area will be the farm.

2 Malachite:  
The perimeter of the top layer has been walled off and floored. It was rather non-climactic, really. No attacks. I imagine because the beasts were all scared off by what happened to the snail. This should allow work on the middle layer without having to worry about demons and beasts from above. The middle layer has now been begun.

11 Malachite:  
The middle layer has been complete! All that remains is the admittedly more dangerous ground level. Fortunately, we *should* only need two straight walls to enclose the area. Work begins apace.  
Also, a woodcutter had a son. Just what we need. Maybe we should build a baby cannon for sieges...

18 Malachite:  
The enclosure has been finished! I am beginning work to pour water down from above. It's slow going, considering the distance, but I suppose that's the problem of working in Hell. I'm trying to think of the best way to add a water system to this area, but I'll never be able to actually set anything up...Also, there is one small area wherein there is forgotten beast remains, and I don't want to mess with that. Should be easy enough to avoid, though.

25 Malachite:  
Remember what I said about the layout of this fort? The same applies to the entrance. Some sticky-notes were attached to the levers controlling the entrance, but it was a bit hazy. I considered re-reading some of the old overseers' writings, but I decided it would be more expedient to create a small opening in the side of the mountain that could be walled off. The reason, of course, is that we just got an influx of immigrants.

17 Galena:  
A human caravan has arrived. Bloody demon-worshipping ingrates. Maybe they'll be attacked by goblins or something...

1 Limestone:  
An enormous slaving crab with a trunk and poisonous spit showed up today. Wonderful. Also, the merchants managed to make it through the tunnel I had forgotten to stop up. I shall have to remember to do that when they leave...In the meantime, I recall hearing that one of the previous leaders gave human merchants the finger, them being ruled by a demon and all. I think I shall have to take all their things.

12 Limestone:  
The watering of the farm is almost complete. The final bucketful is on it's way. I had the old farm torn up for aesthetic purposes. It is being paved to remove the mud, and it will then be re-smoothed and re-engraved. The only point I'll be avoiding is where the old forgotten beast part is. I'm not taking that risk.

18 Limestone:  
The merchants have finally gone and bugged off, and the wall was closed behind them. Huzzah!  
Also, I am getting a most intriguing report...In another cavern layer, another forgotten beast. Also with poisonous spit. Delightful.

22 Limestone:  
Some more migrants showed up. I had a section of wall removed and then rebuilt to allow them through. We are now up to a 198-dwarf population. Also, I have noticed that the "mayor" is getting pissed because his room isn't fancy enough, so I have ordered one dug out for him near the tree farm. Useless sod...

27 Limestone:  
Just great, another forgotten beast has somehow found its way into Hell, throwing a monkey-wrench into my further expansion plans. This one's an enormous earthworm with a square shell and long, shaggy...pumpkin hair?! Seriously?! The *hell*?! And again with the toxic spit! What in Armok's Beard is wrong with these beasts?!  
However, the big news of the day is that the farm is fully watered! Now to build it! Still trying to decide what to plant...I'm thinking perhaps a little bit of wheat, because the color is so non-Hellish. Then again, plump-helmets are so fast-growing and full of life that they're a sort of antithesis to Hell...Oh, decisions, decisions!

7 Sandstone:  
The farm has been completed! That took far longer than I had hoped, but it happens. It is, after all, a rather sizable walk.

During this interim, a number of areas were created that it would benefit future rulers to know about, and historians tracking the progress of my great reign. I have therefore included sketches of all three current layers of the bunker, the noble room as it currently stands, and the tunnel for entry/exit for people too lazy to figure out the entrance:

Bunker Level 1:  
Bunker Level 2:  
Bunker Level 3:

The Noble Rooms:

The passage, now walled off:

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 17, 2011, 08:07:27 pm**

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The lever to the bridge should be labeled "Outer Bridge" if I recall correctly.

But honestly I don't know. I built the damn thing and even I don't understand the madness.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 17, 2011, 09:35:22 pm**

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Yeah, thing is there are like three or five bridges all necessary to entering the fort(at least as far as I can tell), and they all seem to have a seperate lever. At the same time, some of the levers are labeled in such a way as to make it a bit ambiguous as to whether they are connected to a bridge necessary for entering. I decided not to risk spilling lava all over the migrants and just went with that tunnel. I shall probably begin setting up another entrance at the same time I start working on expanding the bunker, meaning as soon as I next start the game up, probably tomorrow. That said, I've only got a bit under two seasons left, so neither is likely to be completed, especially considering the fact that part of my plan involves setting up a second bunker and connecting the two.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Luzahn** on **September 17, 2011, 10:36:23 pm**

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **September 17, 2011, 10:46:07 pm**

Did I get that SCIENCE dwarf, by the way?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 21, 2011, 02:00:14 am**

I think Deathgate needs some community interaction. Like artwork and such.

If, for no other reason, to keep the peanut gallery entertained.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 21, 2011, 03:11:05 am**

Just wanted to share because someone did ask, my own assault on Hell failed. Mainly because the Dwarven Civ went extinct and i only had 49 dwarves left. So i opened hell anyway and went down fighting. <http://www.bay12forums.com/smf/index.php?topic=93485.0>

I also have a dare for your fort, if it's feasible; Channel down all the way from the surface, into hell over the farm, and grow sunberries or strawberries as the final insult to the local demons.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 21, 2011, 04:13:09 am**

Quote from: ThatAussieGuy on September 21, 2011, 03:11:05 am

I also have a dare for your fort, if it's feasible; Channel down all the way from the surface, into hell over the farm, and grow sunberries or strawberries as the final insult to the local demons.

Possibly feasible. We could only pull it off if the candy spires have a straight z-shaft from hell to the rock. Of course, caverns make engineering a neccessity. And at the end of the day you'd only have a 2x2 plot of strawberries if your lucky.

Still. It's dwarfy as hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Luzahn** on **September 21, 2011, 08:29:36 am**

Well, you could go 1x1, and just have a lone berry. **Mocking** them.

Is it possible to solidify the lava sea? with a river or aquifer?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 21, 2011, 08:44:24 am**

Quote from: Luzahn on September 21, 2011, 08:29:36 am

Well, you could go 1x1, and just have a lone berry. **Mocking** them.

That's pretty much what i meant. I doubt you could get much bigger than that unless you got VERY lucky with the spire's layout

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 21, 2011, 08:48:55 am**

Imagine making a stone wall, in hell, completely engraved with pictures involving demons, dying, in a fetal position, crying, etc.

The Wall of Shame.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 21, 2011, 09:09:10 am**

Quote from: NRDL on September 21, 2011, 08:48:55 am

Imagine making a stone wall, in hell, completely engraved with pictures involving demons, dying, in a fetal position, crying, etc.

The Wall of Shame.

Scoreboard!

On a side note, Deathgate needs an excerpt for the Hall of Legends.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 21, 2011, 09:12:13 am**

You mean like a tagline or quote?

I always thought:

"Welcome to Deathgate, home of the Doomburger, may I take your order?"

was the tagline of this awesome fortress.

...

Is it really possible to, I dunno, mod in doomburgers?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 21, 2011, 10:19:12 am**

I mean a short of description of what Deathgate is and what we've done.

Something like



"In a world where triple amputation is minor inconvenience and the last dwarven king was punched to death by a bronze colossus, the dwarven kingdom of the Basement of Murder sends the seven dwarves to found a new stronghold and tasked them with doing the impossible. To colonize Hell."

I also like this:

Quote from: AnimaRytak

I've really run this fort into the ground. Half the military is dead or insane from the horrors of hell, six or so forsaken beasts are locked away in the caverns, the road into Deathgate has been painted with troll blood, we've slaughtered about 400 innocent animals via liberal application of a boot to the ass, a deer with its liver hanging out of its chest after two siege bolts to the face is still scaring the piss out of people using the old doom-bridge, and we have about a dozen ghosts routinely harassing our dwarves since I can't find or reach their corpses. As I speak, lava is pouring down the side of the mountain in the hopes it burns some of those damned goblins sieging us to death or at least drives them towards the troll-blood bridge. On the flip side, Armok's temple is almost complete and we've stolen enough goods from the humans to piss them off for a good decade.

If anyone can come up with a good one, feel free to share. Deathgate's madness is nigh impossible to describe in human tongues.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 21, 2011, 10:29:18 am**

Quote from: AnimaRytak on September 21, 2011, 10:19:12 am

Quote from: AnimaRytak

I've really run this fort into the ground. Half the military is dead or insane from the horrors of hell, six or so forsaken beasts are locked away in the caverns, the road into Deathgate has been painted with troll blood, we've slaughtered about 400 innocent animals via liberal application of a boot to the ass, a deer with its liver hanging out of its chest after two siege bolts to the face is still scaring the piss out of people using the old doom-bridge, and we have about a dozen ghosts routinely harassing our dwarves since I can't find or reach their corpses. As I speak, lava is pouring down the side of the mountain in the hopes it burns some of those damned goblins sieging us to death or at least drives them towards the troll-blood bridge. On the flip side, Armok's temple is almost complete and we've stolen enough goods from the humans to piss them off for a good decade.

I vote for this.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 21, 2011, 10:37:07 am**

Does no-one else find it ironic that a fort that struck out to colonize hell is a member of a government called "The Basement of Murders"?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 21, 2011, 10:45:35 am**

Quote from: ThatAussieGuy on September 21, 2011, 10:37:07 am

Does no-one else find it ironic that a fort that struck out to colonize hell is a member of a government called "The Basement of Murders"?

In retrospect, that is a hilarious coincidence.  
I'm sorta kicking myself for not noticing that connection before.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 21, 2011, 11:09:35 am**

If i can, can i get dwarfed as "That Aussie Dwarf" with the title "Noticer of Things"?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 22, 2011, 01:27:33 am**

Rashinod Okbodgeshud: A Dwarven Stronghold-turned-hellspawn-resort where Insanity and Triple Amputation are household names and Demons are something that squat on your lawn. It is a place only Armok could love. Welcome to Deathgate the Doom-Fortress, where Hell is just another prefecture.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2011, 03:36:38 am**

"Deathgate: Is it warm down here, or is it just me?"

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **September 22, 2011, 05:59:53 am**

Deathgate: It's living (in) Hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 22, 2011, 08:32:35 am**

Those are all fine tag lines but that's not what we need. We need a little blurb that'll get people going "Well that's interesting".

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **September 22, 2011, 10:47:03 am**

Deathgate: Armok's beard and fire.  
Deathgate: Friendly neighbours.  
Deathgate: IM IN UR HELL KILLIN UR DEMONZ.  
Deathgate: Never has a fortress name been so literal.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2011, 11:15:06 am**

Death is but a gate. Time is but a window. Hell is but a goal for Dwarves to conquer.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **September 22, 2011, 12:58:59 pm**

Is my defence system being used, by the way?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Luzahn** on **September 22, 2011, 08:50:50 pm**

Successful hell colonization - With only a 75% mortality rate!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 22, 2011, 09:12:57 pm**

Quote from: Luzahn on September 22, 2011, 08:50:50 pm

Successful hell colonization - With only a 75% mortality rate!

This one is also wonderful.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 23, 2011, 09:29:46 am**

Deathgate: Dante explored it, we will conquer it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **September 23, 2011, 04:05:01 pm**

DeathGate:  
we turned the clowns into burgers, stole their circus and are eating their candy on their front lawn wile we use their children as target practice.  
Bring it Armok.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 24, 2011, 07:01:17 am**

Scaliper it's been a week since your last post. I know there's no time limit but I like to see turns finished in a timely fashion.

Quote from: Dariush on September 22, 2011, 12:58:59 pm

Is my defence system being used, by the way?

Actually no. The upper system was never really complete and because of the deaths it was causing, it was shut down. For the most part, the troll bridge stops all seiges, since trolls and goblins invariably dodge off the bridge or die.

It has become home for Paindeer though, so its still in use.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 24, 2011, 11:23:55 pm**

Terribly sorry. I've been working on it, but going is kind of slow due to college things. I should be done by wednesday, with a post up by thursday.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **crackesians** on **September 25, 2011, 01:49:53 am**

can i get dorfed?

Name: Tundra  
Job Name: Hell Attacker  
Profession:Soldier

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 26, 2011, 12:44:31 pm**

All requests since I started have been dwarfed.

On an unfortunate note, I did some checking with the "k" function, and there appears to be precisely one path straight down to hell(for the record, in the northwestern spire). I'd capitalize on it, but it goes straight through the lake in the first cavern layer, and I have absolutely no idea how to get past that. Except using cave-ins, of course, but I don't have enough time to set something like that up.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **September 26, 2011, 01:49:36 pm**

Quote from: AnimaRytak on September 24, 2011, 07:01:17 am

The upper system was never really complete and because of the deaths it was causing, it was shut down.

You aren't true dorfs!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **antymattar** on **September 26, 2011, 02:01:40 pm**

Can I be dwarfed?

Dwarf name: Chosen bun.  
Profession: NOTHING AT ALL.  
Profession name: Indie.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 26, 2011, 02:07:49 pm**

Quote from: Dariush on September 26, 2011, 01:49:36 pm

Quote from: AnimaRytak on September 24, 2011, 07:01:17 am

The upper system was never really complete and because of the deaths it was causing, it was shut down.

You aren't true dorfs!

Noodle died three times on it!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **September 26, 2011, 02:09:42 pm**

[Quote from: AnimaRytak on September 26, 2011, 02:07:49 pm](#)  
[Quote from: Dariush on September 26, 2011, 01:49:36 pm](#)  
[Quote from: AnimaRytak on September 24, 2011, 07:01:17 am](#)  
The upper system was never really complete and because of the deaths it was causing, it was shut down.  
You aren't true dorfs!  
Noodle died three times on it!

Someone should sig this.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 26, 2011, 03:37:45 pm**

I thought the same thing.

On a side note, on my own personal fort I've been playing, most of the dwarfs are named after Deathgate participants. Karakzon and Tryrar even got their spears back.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **September 26, 2011, 09:33:47 pm**

[Quote from: Dariush on September 26, 2011, 02:09:42 pm](#)  
[Quote from: AnimaRytak on September 26, 2011, 02:07:49 pm](#)  
[Quote from: Dariush on September 26, 2011, 01:49:36 pm](#)  
[Quote from: AnimaRytak on September 24, 2011, 07:01:17 am](#)  
The upper system was never really complete and because of the deaths it was causing, it was shut down.  
You aren't true dorfs!  
Noodle died three times on it!  
Someone should sig this.  
I tried, but it won't fit.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 26, 2011, 11:32:30 pm**

[Quote from: Blade Master Model 42 on September 26, 2011, 09:33:47 pm](#)  
[Quote from: Dariush on September 26, 2011, 02:09:42 pm](#)  
[Quote from: AnimaRytak on September 26, 2011, 02:07:49 pm](#)  
[Quote from: Dariush on September 26, 2011, 01:49:36 pm](#)  
[Quote from: AnimaRytak on September 24, 2011, 07:01:17 am](#)  
The upper system was never really complete and because of the deaths it was causing, it was shut down.  
You aren't true dorfs!  
Noodle died three times on it!  
Someone should sig this.  
I tried, but it won't fit.

Ahem

Quote  
AnimaRytak: The upper system was never really complete and because of the deaths it was causing, it was shut down.  
Dariush: You aren't true dorfs!  
AnimaRytak: Noodle died three times on it!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2011, 11:33:50 pm**

[Quote from: AnimaRytak on September 26, 2011, 11:32:30 pm](#)  
[Quote from: Blade Master Model 42 on September 26, 2011, 09:33:47 pm](#)  
[Quote from: Dariush on September 26, 2011, 02:09:42 pm](#)  
[Quote from: AnimaRytak on September 26, 2011, 02:07:49 pm](#)  
[Quote from: Dariush on September 26, 2011, 01:49:36 pm](#)  
[Quote from: AnimaRytak on September 24, 2011, 07:01:17 am](#)  
The upper system was never really complete and because of the deaths it was causing, it was shut down.  
You aren't true dorfs!  
Noodle died three times on it!  
Someone should sig this.  
I tried, but it won't fit.

Ahem  
Quote  
AnimaRytak: The upper system was never really complete and because of the deaths it was causing, it was shut down.  
Dariush: You aren't true dorfs!  
AnimaRytak: Noodle died three times on it!

Now we're just making it worse though

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 26, 2011, 11:52:41 pm**

[Quote from: ThatAussieGuy on September 26, 2011, 11:33:50 pm](#)  
[Quote from: AnimaRytak on September 26, 2011, 11:32:30 pm](#)  
[Quote from: Blade Master Model 42 on September 26, 2011, 09:33:47 pm](#)  
[Quote from: Dariush on September 26, 2011, 02:09:42 pm](#)  
[Quote from: AnimaRytak on September 26, 2011, 02:07:49 pm](#)  
[Quote from: Dariush on September 26, 2011, 01:49:36 pm](#)  
[Quote from: AnimaRytak on September 24, 2011, 07:01:17 am](#)  
The upper system was never really complete and because of the deaths it was causing, it was shut down.  
You aren't true dorfs!





Quote from: AnimaRytak on September 13, 2011, 01:14:50 am

A dwarfy end would involve slaughter. Something on the level of Headshoots or Syrupleaf or Battlefailed, with everyone dieing in a glorious slaughter.

Clowns are a non-threat mostly. There's only 3-4 of them at any one time and, although deadly, could probably be handled by our military with good tactics. And, at the moment, they cant get into the fort at all since I've completed sealed Hell off from the above-world.

Actually I'm pretty sure (as mentioned by another) that breaching another spire will unleash another wave of demons.

Also what page is the last save on?

edit: Oh nvm there's a link in the OP.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **September 28, 2011, 02:55:19 am**

How's my dorf?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Sappho** on **September 28, 2011, 03:11:42 am**

Can I be dorfed too? If it's possible, I'd like to care for my mutilated brethren and assure them that their sacrifice to Armok will be rewarded in a spiritual way.

Name: Kotshka Smudlova  
Profession: something medical  
Title: Faith Healer

Also, is there a map of this place anywhere? I'm dying to see the whole thing at once, but there's no way my rickety old computer could handle actually running this beast.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 28, 2011, 01:18:45 pm**

Quote from: NRDL on September 28, 2011, 02:55:19 am

How's my dorf?

He's fine. Of course, the entire military is a bit less than excited, and I'm kind of annoyed by that, but it happens.

Also, I may or may not apologize to whoever requested to be made a "Hell Attacker." I randomly picked out an unnamed dwarf in the military, and it turned out to be someone who lost his right foot in the original attack on Hell. So you're a weathered veteran, but not the most effective killing-hurricane in the military.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 28, 2011, 03:12:43 pm**

I have decided that precise dates do not match my particular idiom. I therefore shall keep monthly logs instead of daily, so that all Dwarfkind can experience my great accomplishments in my idiom!

Anyway!  
Sandstone, 766:  
The first order of business is that a large number of peons have seemingly taken after this "Templar" person, whatever that's supposed to be. I spent some time in court working through these name changes. They're probably not drinking enough booze or something...

Also, due to the complete and total insanity of the main entrance, I have decided to delve out a new, easier-to-operate entrance near the temple. The plan is to have a large number of weapon-traps and cage-traps, followed by a two-shot reloadable cavein trap, followed by more weapon-traps and cage-traps, followed by a ballista battery. Unfortunately, it is late enough in my reign that I think I shall not finish it. I had every intention of sticking with it, but dear *Armok* these lousy ingrates are enough to drive even the strongest mad after but a short time. In addition, I have begun the digging of the southeastern adamantine tube. Again, I doubt I will finish, especially what with the assassin bug demons around(i.e. I don't particularly relish the idea of building the long channel to connect the two), but in the future, I hope that it will become a magmaduct so that we have what we need for metal production in Hell. In addition, the north-western spire has two options: If we are lucky, there may be a single path down it straight from the surface. It would take a lot of planning and ingenuity, but we *might* be able to set up a small strawberry farm on the surface of Hell. Just to taunt them. Conversely, it also falls directly under a vast body of water, so we could also use it as a water source to bring fresh water to the bunker for to heal the sick and wash things up. It *\*might\** be possible to do both, but discovering whether this is possible would require digging out the entirety of the spire, which cannot take precedence over my other projects. I shall mark the related area that may be able to channel to the surface on a map at the end of my log.

Finally, the caravan from the mountainhomes arrived. A sign of the end of autumn, and the last portion of my rule. Oh! And one of the blacksmiths went into a fey mood. Probably going to waste *another* adamantine wafer. Lousy ingrate...

Winter 766:  
Moonstone:  
Well, the blacksmith got to work. With an adamantine wafer. I swear, that really gets to me...

And he created an anvil. An adamantine anvil. Stupid git. Ah well, at least it's marginally useful. As an aside, this would be perfect to make a magma forge out of in Hell if a magmaduct gets going. We'll have few enough engravings down there that we'll want as many high-quality buildings as we can get to cheer people up. Also, I bought some cheese from the merchants. Just, you know, because cheese is good.

I have also ordered the creation of a new extension to the bunker. I dare not open the ground floor, what with all the demons, but none of them appear to be able to fly, so I'm creating a two-layer extension above the ground layer for the production of foodstuffs.

At the very end of the month, another forgotten beast managed to find its way into Hell. I am *extremely* curious how they're doing this. Anyway, it was a winged lobster with a poisonous sting. And it was announced by the lookouts within a relatively short distance of the construction project. Fortunately, I had stationed the entire military at the opening, and the forgotten beast did not last very long. In the end, it had killed no dwarves, injured no dwarves, and had its head cut off. Yay efficient, well-equipped military!

Opal - Obsidian(These months were fairly quiet, really, so I made them into a single entry):  
The cooking area has been finished, and the stations set up. There is a quern, a still, a kitchen, and a farmer's workshop. It is entirely boxed in, and the ceiling has been walled around and the barracks expanded to include it. Further, we have reached a population of 200 dwarves, with the birth of two babies, one of each gender. Also, the cave-in portion of the new entrance is almost complete. The dig for the ballista area has not even started. I shall have to leave guidance for my successor. These obnoxious sods have just frustrated me so much...  
I have armed myself with the named spear and a full set of adamantine armor. I shall take to a life of relative solitude, leading a small band of speardwarves. I shall train until I obtain skill enough to be sung of for centuries to come, and then I shall lead my band to destroy the forces of Hell! And that includes those sodding, demon-worshipping humans!

Alrighty...It wasn't a particularly "exciting" turn in terms of external things happening. We got a large number of forgotten beasts, but they weren't too bad. No casualties, at least. I'm still kind of psyched about farming in Hell. I did some searches, and we're definitely the first fortress recorded doing so. The bunker has been expanded to...probably a bit under double its size...I'm going to just guess at about 150-166%. It's slowly getting the trappings needed for a full colony. The military is currently housed there, and food production has begun. As I said, there may be a possibility of setting up an aquaduct and magmaduct for the powering and cleaning of the colony.

My next post will be a compendium of pictures(as one was requested), and the square that it might be possible to connect to the surface with will be pointed out. I'll also include a couple of "plans" for how to get the new entrance ready for action. The save will be at the end of that.

- Finally, I figured a list of important hotkeys would be in order:
- F1: Original entrance
  - F2: Center of fortress proper, immediately next to control rooms
  - F4: Fortress proper production facilities
  - F5: Base of the Temple
  - F8: The Deathgate logo
  - S+F4: Ground floor of the Hell Bunker
  - S+F5: New quarters created for highest-ranking noble available
  - S+F6: Southeastern Adamantine spire
  - S+F7: The to-be new entrance

Pictures in a few minutes!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 28, 2011, 03:21:17 pm**

Don't forget F3 for the main farms.

Also,  
TONIGHT, WE DINE-

Wait, I'll restrain myself.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 28, 2011, 03:22:40 pm**

Alrighty, a top-down view of Deathgate. A number of layers were skipped due to not having anything interesting(Warning: LOTS of pictures)

E: UGH! I have to get to a class. I'll post the rest later tonight(i.e. around 11)  
Spoiler (click to show/hide)  
The bottom of the Temple to Armok:

A couple of layers below that that actually have stuff, starting with Paindeer's home

Main Entrance

"Core" layer

A couple more layers of not-empty

The layer I created the temporary entrance in:

The two layers that house the majority of the fort's farming

Tree farm

The layer with the Deathgate logo

Dead Goblin Carving layer

The layer of Cavern 1 that gives the best idea of size. Note that Cavern 1 is largely full of water

The layer of Cavern 2 that gives the best idea of its size

Yada yada yada for Cavern 3

A few layers lower down, approaching Hell, that house rather sizable stockpiles

Housing immediately above Hell. NOTE: The square designated as a channel is the square that I *\*think\** might be a straight-line path to Hell.

Part of the descent to Hell

Hell from the top down:

Wooh! There's the farm! Yay! 😊

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 28, 2011, 05:00:01 pm**



Woohoooo.

We made it into the Hall of Legends.  
Time to party.

I got the doom burgers.

---

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **September 28, 2011, 06:54:17 pm**

---

I have a challenge for Hell-Conquering Deathgate!

Take 10-20 random dorfs and seal them away from society, and train them HARD to become ultimate fighters. Give them what they need but they should be completely severed from normal life. Nothing but combat training. If some die during training, no problem. Even if only one legend is born, it's alright. They cannot be used for military until the training is complete, and you should use captured monsters for training purposes. Can you do it?

---

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 28, 2011, 08:22:26 pm**

---

Quote from: Velard on September 28, 2011, 06:54:17 pm

Take 10-20 random dorfs and seal them away from society, and train them HARD to become ultimate fighters. Give them what they need but they should be completely severed from normal life.

Isn't that just a normal life in Deathgate?

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **September 28, 2011, 10:24:47 pm**

---

Figured that, seeing as two posts have been made, I'll finish up here.

A few quick things...  
Firstly, in setting up the military, I took them all off of "training." I did this due to the fact that I have read that, since they actually train in their spare time, dwarves train faster when not on training duty. If this is the case, I highly recommend keeping it this way. As well, DO NOT give the soldiers jobs. We have enough idlers, and it would be a much better idea to keep the soldiers training.

As an aside, a little bit about the entrance. I set up two cave-in traps that can be deployed in sequence A, B. The premise is that the area below gets a bunch of enemies, and you pull lever A. Then it gets full again and you pull lever B. You can then rebuild the floors after the siege/ambush/whatever is gone. That said, one of the floors is not yet finished. Here's a rundown of the two areas and the new control room:  
Spoiler (click to show/hide)

Save is here (<http://dff.d.wimbli.com/file.php?id=4986>). It's in a compressed folder, and should be set up to run Phoebus off of the Lazy Newb Pack. Good luck to those after me!

Also, sign me up for another turn at some point! =D

E: PS: On your list of to-be-dorfed people, I'm pretty sure everyone after and including der has been dorfed in accordance with their wishes.

EE: Note: Those levers above are not actually linked up yet.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 29, 2011, 01:35:04 am**

---

Very good work. I was a bit worried that Deathgate was stalling since we had numerous bumps before my third turn. Glad to see the old gal is still ready to slug it out.

Although I am a bit surprised though. All things considered, Deathgate is remarkably sturdy for a bloodline game. Perhaps I should've genned the world with more beasts and more evil.  
Well whatever ends up killing the old gal, it's gonna be epic.

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 29, 2011, 04:18:09 am**

---

I've downloaded the fort and I'm beyond words at the place. I just want to share a few thoughts.  
The sheer madness of you guys has confused even the ASCII. I'm having trouble following the staircases because there are so many twisting tunnels of ramps half-started bits of work that the mind boggles. There are dwarven bodies outside the walls, inside the walls, and some even paving the narrow and cramped road to Hell and back! I'm finding pits in places that shouldn't have them. One plummets several stories and ends right on top of a kitchen (efficiency?) I followed one staircase and found a flooded room filled with rough stone. I moved up a z level and saw that it was a throne room. I think AnimaRytak had a hand in this... It is currently being inhabited by a jeweller and a ghost of one Rith Cattenikal.  
I am sad to see the BATTERY overgrown but I cannot figure out how to restart it (I may have to reread some of the earlier posts). Whoever designed the goblin pitting room in the sub-fortress did not want to retrieve the dozens of iron masks that now rest at the bottom of a undrainable magma pool.  
There is also a skeleton of a badger boar in the sub-fortress furniture stockpile. The mind wanders when it wonders how an wild badger managed to break through Deathgate's defences and breach the last stronghold before Hell itself only to be slaughtered atop a +microcline weapon rack+. (I now see that there is an animal stockpile a few stories above it so that can now be explained sufficiently through Hanlon's Razor and administrative error).  
I have also found a pit with a pitting desination that leads straight to 2/7 high magma. Am I right to guess that this is the resting place of so many of Deathgate's pets? And the place seems to be haunted, and rightly so. I must also applause AnimaRytak for his work on the Temple besides the now floored over volcano; I suspect the pillars at each of the four corners would have been frightfully difficult. It seems that Deathgate has become just another suburb of Hell with its own flavour of denizens. This succession fort is awesome and deserves its place in the Hall of Legends alongside Boatmurdered!

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **September 29, 2011, 05:40:14 am**

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I downloaded the save and spent some time getting acquainted with the fort. That dining room is worthy of song.

I'll start playing tomorrow.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **The Mad Fool** on **September 29, 2011, 01:47:45 pm**

\*Cracks up laughing\* We have ANOTHER entrance, now? That's, what, number three? At this rate, Deathgate is going to be like swiss cheese, except the holes are filled with traps and troll remains. xD

How's my dorf doin', by the way?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **September 29, 2011, 02:26:50 pm**

Quote from: Eoganachta on September 29, 2011, 04:18:09 am

I've downloaded the fort and I'm beyond words at the place. I just want to share a few thoughts.  
The sheer madness of you guys has confused even the ASCII. I'm having trouble following the staircases because there are so many twisting tunnels of ramps half-started bits of work that the mind boggles. There are dwarven bodies outside the walls, inside the walls, and some even paving the narrow and cramped road to Hell and back! I'm finding pits in places that shouldn't have them. One plummets several stories and ends right on top of a kitchen (efficiency?) I followed one staircase and found a flooded room filled with rough stone. I moved up a z level and saw that it was a throne room. I think AnimaRytak had a hand in this... It is currently being inhabited by a jeweller and a ghost of one Rith Cattenikal.  
I am sad to see the BATTERY overgrown but I cannot figure out how to restart it (I may have to reread some of the earlier posts). Whoever designed the goblin pitting room in the sub-fortress did not want to retrieve the dozens of iron masks that now rest at the bottom of a undrainable magma pool.  
There is also a skeleton of a badger boar in the sub-fortress furniture stockpile. The mind wanders when it wonders how an wild badger managed to break through Deathgate's defences and breach the last stronghold before Hell itself only to be slaughtered atop a +microcline weapon rack+. (I now see that there is an animal stockpile a few stories above it so that can now be explained sufficiently through Hanlon's Razor and administrative error).  
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It seems that Deathgate has become just another suburb of Hell with its own flavour of denizens. This succession fort is awesome and deserves its place in the Hall of Legends alongside Boatmurdered!

The tunnel leading to the Kitchen was an air shaft, since I had a miasma problem during my turn.  
And yes, that 2/7 magma pit is the where I kicked all those filthy-smelly poor innocent animals.  
The pillars were actually quite easy, just time consuming.  
Also, the badger didn't breach us, we captured him and stored him down there. I tried to trade him to the elves but alas, he got free and got slaughtered. We should probably install a kennel at some point.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **September 29, 2011, 03:04:47 pm**

Quote from: The Mad Fool on September 29, 2011, 01:47:45 pm

\*Cracks up laughing\* We have ANOTHER entrance, now? That's, what, number three? At this rate, Deathgate is going to be like swiss cheese, except the holes are filled with traps and troll remains. xD  
  
How's my dorf doin', by the way?

To be fair, it's two overly convoluted entrances and one simple entrance ;)

Plus, more trap-filled entrances are, if designed correctly, more places for enemies to die at. If the defenses of one are breached, you aren't forced to stay holed up until your enemy just decides to bugger off. If you can figure out the levers, of course...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **noodle0117** on **September 30, 2011, 06:28:17 am**

If I ever get another turn, (not that I really want one right now though, just dreaming of stuff) I would like to do a megaproject where I would cover the surface world in a sea of lava (with walls at the edges to prevent magma loss).  
The entire dwarf population will live safe beneath the ground while everything else will roast on the surface.  
The hilly nature of the landscape might make things a bit trickier, but with enough miners and masons, it shouldn't be too hard.

It would almost be as if the world were to be flipped upside down with hell at the top and civilization at the bottom.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **The Mad Fool** on **September 30, 2011, 07:52:18 am**

Quote from: noodle0117 on September 30, 2011, 06:28:17 am

If I ever get another turn, (not that I really want one right now though, just dreaming of stuff) I would like to do a megaproject where I would cover the surface world in a sea of lava (with walls at the edges to prevent magma loss).  
The entire dwarf population will live safe beneath the ground while everything else will roast on the surface.  
The hilly nature of the landscape might make things a bit trickier, but with enough miners and masons, it shouldn't be too hard.  
  
It would almost be as if the world were to be flipped upside down with hell at the top and civilization at the bottom.

Oohh, that gives me an idea! We can install a network of massive stack pumps to the surface from the magma sea, and hook them all up to a set of levers. When invaders arrive, we just trip the right lever and voila! Instant volcano! It's like having a magma kill-sat, only upside down!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ThatAussieGuy** on **September 30, 2011, 08:23:12 am**

Someone beat you to that idea TMF - Look up magma landmines in the general chat. They'd probably still be great for the demon-worshipping humans and elves, if you get them (I haven't had a chance to read the whole thread yet, sadly) as well as anything else that darkens your doorstep.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **The Mad Fool** on **September 30, 2011, 08:37:41 am**

Ahh, okay, then. Well, at least someone's doing it. xD

I wonder if it would be possible to coat the entire surface in a layer of cast obsidian? Not that there's any practical purpose to it, mind you, but since when has that ever been a reason not to do something?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ThatAussieGuy** on **September 30, 2011, 08:46:17 am**

Quote from: The Mad Fool on September 30, 2011, 08:37:41 am

Ahh, okay, then. Well, at least someone's doing it. xD  
  
I wonder if it would be possible to coat the entire surface in a layer of cast obsidian? Not that there's any practical purpose to it, mind you, but since when has that ever been a reason not to do something?

Wall the outer edge, pour magma or water from a height above (even just one or two z-levels will do) till the area's covered, then pour

the other liquid. Instant obsidian surface.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **September 30, 2011, 12:59:21 pm**

Well, Deathgate's terrain doesn't lend itself to being modified very well. It's very mountainous with some steep gradients.

However, I do think we should consider building one of these. (<http://www.bay12forums.com/smf/index.php?topic=67905.0>)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **September 30, 2011, 08:32:59 pm**

Quote from: AnimaRytak on September 30, 2011, 12:59:21 pm

Well, Deathgate's terrain doesn't lend itself to being modified very well. It's very mountainous with some steep gradients.

However, I do think we should consider building one of these. (<http://www.bay12forums.com/smf/index.php?topic=67905.0>)

You should build an entire entrance room around it using bridges to seal it up and iron grates to drain it quick. Volcano room

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Skyrunner** on **October 01, 2011, 07:30:05 pm**

Oooh! I wish I could take a turn, but the fortress's save looks so complicated @\_@

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **October 01, 2011, 07:33:44 pm**

Quote from: Skyrunner on October 01, 2011, 07:30:05 pm

Oooh! I wish I could take a turn, but the fortress's save looks so complicated @\_@

Actually, if things haven't changed too much since my last turn (in a sense), the save is the LEAST complicated thing.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Skyrunner** on **October 01, 2011, 07:40:18 pm**

Well, its complicated enough for me :P Usually, I keep my forts very simple and megaproject deprieved. My only "megaproject" was a trivial (though daunting for me) waterfall, where I picked up water from a brook and ran it above-ground and dropped it into a grate. I can't recall where the water went... I *think* into a local cavern.

Anyways, I'll just be watching :D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 01, 2011, 08:06:08 pm**

Quote from: Skyrunner on October 01, 2011, 07:40:18 pm

Well, its complicated enough for me :P Usually, I keep my forts very simple and megaproject deprieved. My only "megaproject" was a trivial (though daunting for me) waterfall, where I picked up water from a brook and ran it above-ground and dropped it into a grate. I can't recall where the water went... I *think* into a local cavern.

Anyways, I'll just be watching :D

We got plenty of room for dorfing btw.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Skyrunner** on **October 01, 2011, 08:42:56 pm**

Eh... then maybe a female dwarf named Juana. If there is one, I'd like a glassworker or a crossbow dwarf?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 01, 2011, 08:47:41 pm**

Did i ever get dorfed? Made a request a while ago but never heard back. If not; That Aussie Dwarf - Hellseeker. I don't really mind what profession, but something based in the Hellbunker, for preference.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 01, 2011, 09:58:59 pm**

Quote from: ThatAussieGuy on October 01, 2011, 08:47:41 pm

Did i ever get dorfed? Made a request a while ago but never heard back. If not; That Aussie Dwarf - Hellseeker. I don't really mind what profession, but something based in the Hellbunker, for preference.

You were dorfed already.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 01, 2011, 11:28:38 pm**

Quote from: AnimaRytak on October 01, 2011, 09:58:59 pm

You were dorfed already.

Ah, cool.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 02, 2011, 12:25:57 am**

The reports were filled with promise. A mountainside dwarven fortress, a great temple of fire, acres of gold and silver. Many to slay. This would be the most profitable raid Stozu Liecombined had ever taken part in. And as it was all his idea, he was feeling immensely proud of himself.

His squad had assembled at the fore of the main bridge leading into the depths of the Dwarven fortress Deathgate, rumoured to house a great hoard of treasure as well as a direct route to the Underworld. If they could just find a way to root out the Beards infesting the place, they'd have a fine palace to move into. But first they'd have to get past the bridge to the entrance: a narrow causeway littered with the broken bodies of trolls and goblins that incorrectly thought to defeat the traps by determination alone. Stozu knew they'd been



wrong, and felt a certain amount of pride as he gazed down at their mangled corpses from the platform above.

"You sure this is a good idea?" asked one of the speargoblins in his squad. It was Osto, a recruit greener than jade; this was his first raid and the first day he had been covered in blood that didn't belong to him. Bits of organic matter clung to the edge of his spear, defying the wind that blew their florescent haircuts upward.

"I'm sure." Stozu pointed at the bridge below, at a long serrated disk stuck in a troll's leg, half buried in the tile of the bridge below. "See those blades stuck out on the floor? The trap is jammed. It'll be safe if we drop down there."

"Are you sure?" The speargoblin peered down suspiciously.

"I've been doing this a hundred years, Osto. I know a jammed trap when I see one!"

"Does jammed mean that it can't hurt us?"

"Yes, idiot, as long as you don't jump into it. If we drop down carefully, we can shoot inside and slaughter the vermin before they even know we're here."

Osto looked incredulous, and glanced back and forth between their fellow squadmates, who shared similar expressions of concern, and the bridge below, hosting a truly impressive number of dead goblins. "I'm not sure about this," he said sheepishly.

"Too bad," Stozu said, "'Cause I am. Now get ready to jump, on three! One, two..."

The goblin's blood fell cold as a disembodied voice seemed to permeate through the very stone floor they stood upon. "Intruders are unwelcome at Deathgate," it said in a hollow, dwarven-accented voice. "Begone to whence ye came, or thou wilt surely perish."

What in the seven hells? wondered Stozu.

"What was that?" asked Osto, who shifted his yellow eyes nervously down the bridge, to see nothing and no one there.

"I haven't even the slightest idea," Stozu said.

"It's just that you've been doing this a hundred years, and this is my first..."

"Shut up, Osto! Just get ready to jump."

The voice came about them again, and the stone beneath began to vibrate in menace. "Intruders are unwelcome at Deathgate!" the voice cried in earnest. "Begone!"

"Come on, fellows," Stozu said. "Let's get down there. It takes more than scary voices to deter the goblins of -"

Stozu trailed off as a translucent figure manifested between the goblin squad. A pale, ghostly dwarf stared at them unhappily from within their midst. With worried shouts, the goblins backed away from the apparirion, shakily clutching their weapons.

"A ghost!" Stozu gasped. "Now I've seen everything." He raised his hands toward his troops. "Have no fear, fellows! I've heard about ghosts in my time, and believe me, they cannot hurt us. They only focus their vengeance upon their own brethren! There's nothing this ghost can do to us. In fact," Stozu turned to the consternate ghost glaring at him, "I bet he'll help us if we agree to bury his body. Isn't that right, Mr. Ghost? Your bodies been desecrated, hasn't it?" Never mind that Stozu was in fact wearing a dwarf bone bracelet; the ghost did not need to know what kind of bone it was.

"He doesn't look too friendly, boss," said Osto as he backed away slowly. "Maybe we should go?"

"Nonsense," said Stozu, and he strode forward with his clawed hand extended in as friendly a greeting he could muster.



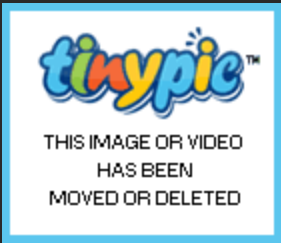
Thus was the the end of Stozu Liecombined and his entire squad, with the exception of Osto, who would run away screaming at the sight of a dwarven ghost throttling his leader, only to be eaten by a bear in the woods several days later.

\* \* \*

Journal of Overseer Sethol Romancedworks, undated

I've arrived at Deathgate to the usual lack of pomp and circumstance I've come to associate with new postings. I've overseen over thirty settlements for the Basement of Murders and not once was I ever offered cake on arrival. Mom always taught me to serve cake for newcomers to the fort but it's like no one else in the world outside of Clockwater ever heard of that. At any rate, former "overlord" Scaliper has been retired to a generous pension along with his existing quarters. I've taken up a new office overlooking our fancy temple,

which I'm told is only a couple years old.



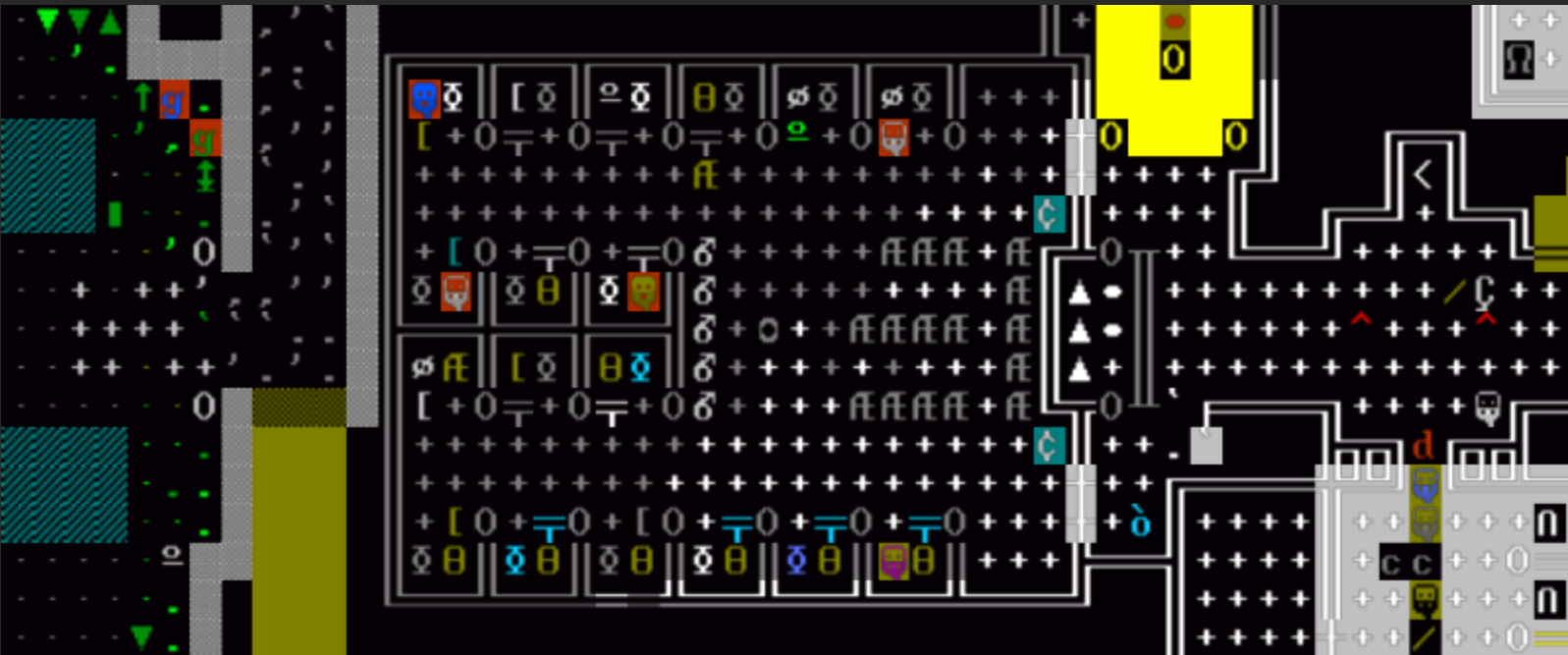
It'll be a busy year for these layouts. My desk is covered in a mess of work orders that shall undoubtedly multiply throughout the foreseen months. We've got a new main stairwell in the works connecting the main areas of the fortress to the Underworld stronghold to allow better access to those deepest caverns. All important fortress personnel are being ordered to carry weapons, and our standing military force is to increase in number sixfold. A lesser priority, though one of concern all the same, is to bury all the bodies scattered across our halls. The howling spirits they belong to are keeping everyone up at night.

This place is a hellhole. Obviously, there's the literal sense: these bastards have dug a fort straight into the Underworld itself and haven't had the common decency to seal it off! There's nothing between us and legions of the damned aside from a few microcline hatches. What's more, these dwarves saw fit to build a small outpost on the shores of Hell itself. These blasphemous actions have been duly encouraged. After all, to oversee such an absurdly dwarven endeavor is a pride to my soul, if a wrench in the gears of common sense. Who wants to be common anyway?

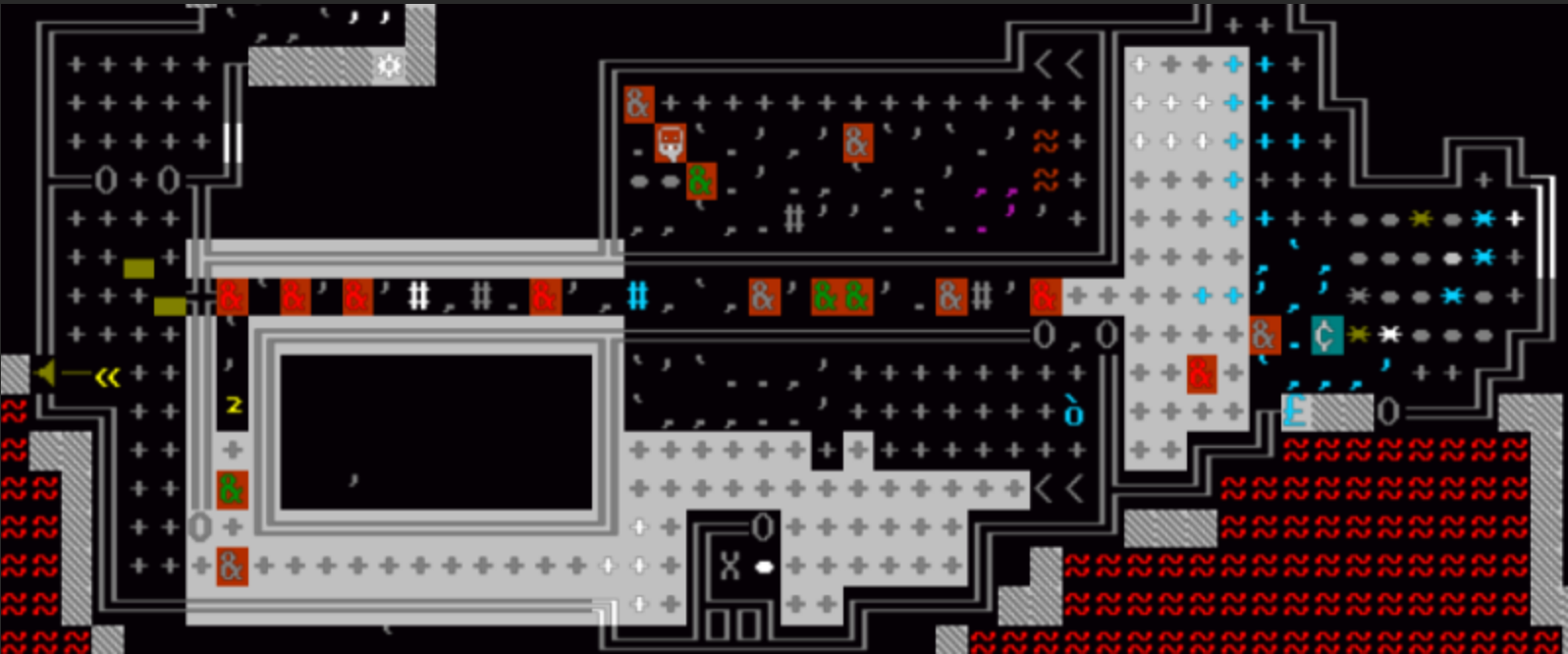


There's a lovely pump of magma just begging to be exposed to the surface, so the miners are digging a new pipeline to dump the blood of the earth upon its surface. Let those who come to defile this place burn in mortal agony under a sea of molten rock as I laugh and drink whiskey in Hell.

I'll be heading down there later, in fact. I'm told the outpost is sealed off and completely safe, which I'm certain is a lie. However, "completely safe" usually means "safe enough" so I'll take my chances. I've just got to see this Underworld place with my own eyes.

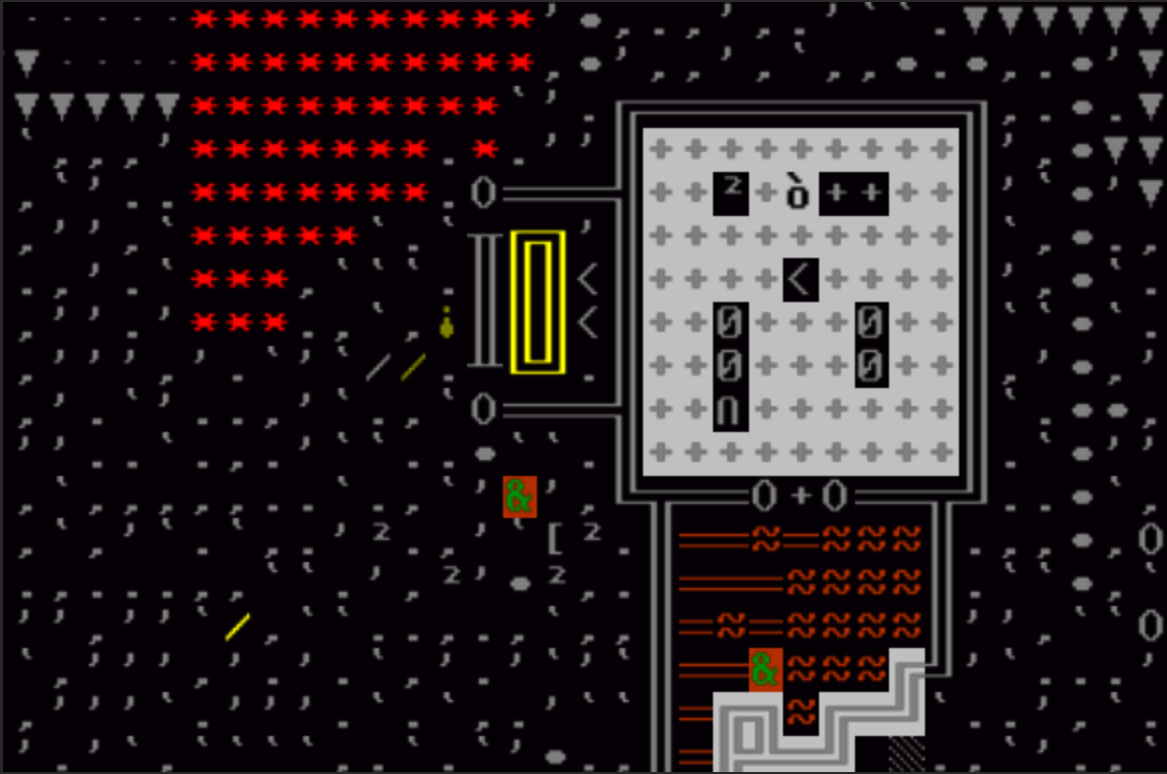


I ventured down half the way before stopping in a nearby dining room for a drink and a pen. Before that I stumbled into the hospital, but a stone's throw away from the trade depot. Terrible place, festering with dead dwarves in the beds, unburied and forsaken. It's no wonder the place is haunted when this is how we treat our dead and ill. I must have a word with the Chief of Medicine.



Further down I passed through a dusty corridor where lay the defeated husks of unfathomable monsters, crushed under tons of rock that

still sat caked with their unholy ichor. I expected to see demons when I saw how much adamantine was floating around the place, and let me tell you, it isn't too much more comfortable seeing them when they're dead.



Here it is. The Underworld. Not quite as enlightening a sight as I'd hoped.

I'm off to find another drink now. From what I hear there is more than enough alcohol to spare, and by the look of the place, I expect to need plenty of it.



Oh crap,







The journal ends abruptly.

\* \* \*

Juana was dwarfed as a marksdwarf with five notable kills, one a forgotten beast. She has a hatred of oysters and is "not a risk taker."

So I opened the gate to hell and a demon and a forgotten beast came in shortly afterward. Any thoughts? My instinct is to gather the military and zerg rush them.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 02, 2011, 12:35:27 am**

Military should be able to handle them. The bridge can be operated by a lever underneath Lower Deathgate's main floor. It should be marked with the (N)otes function.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 02, 2011, 12:44:56 am**

If you need more overseers, sign me up. I [MANDATE] it!

Aaand dwarf me as anyone.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **October 02, 2011, 12:49:53 am**

Absolutely fantastic update.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 02, 2011, 12:52:46 am**

The fact we have dwarf ghosts defending Deathgate is pretty dwarfy.

Also it looks like Sethol has the shortest reign in Deathgate history.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **October 02, 2011, 04:19:52 am**

We need to get Toady to get SethCreyid a custom title on the lines of 'The best DF player ever'. Seriously.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 02, 2011, 05:46:35 am**

The normal thing to do: Seal off the surface and install traps.

The badass thing to do: Pump magma to the surface so none (save traders) shall pass!

The dorfiest thing to do: Create a Dwarven Magma Cannon, or a Dwarven Orbital Magama Launcher, firing tons of pressurized liquid death when invaders or elven traders approach. It can be done.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **October 02, 2011, 12:48:00 pm**

The military should be immediately adjacent. Just get them all to "kill" the forgotten beast. I hope the beasty doesn't have poison...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 02, 2011, 08:51:24 pm**

Sign me up for a turn and dorf me as Alexei, preferably a male dorf.  
Put me in as a fighter, miner, or mason, in that order.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 02, 2011, 10:39:53 pm**

Liked the first part with the goblins discussing the jamming of traps.  
I have got to try this fort out in adventure mode

EDIT: I was scrolling around and I found an almost full suit of admantine armour. The sword has two kills from a dwarf by the name of Deler Handlemanors, died 761. It is now 767.  
The cache is south of the temple, a z level above where a pit begins that drops down into a cage trap maze thing.  
I don't know if the current overseer has noticed this and unforbid the armour.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 03, 2011, 01:18:54 am**

I just wanted to share my successful hell-breaching device. I don't think it's as awesome as Noodle's dwarven kill-a-ma-jig corridors, but it worked AND made a mockery of the terrifying demon horde.-

The Dwarven Checkerboard (<http://www.bay12forums.com/smf/index.php?topic=94140.0>)

I'm hoping to get Nobles in so i can warren them in single-square spots and make a game of Dwarf Chess out of it.

Also, SethCreyd deserves the title of Dwarven Storyteller or something like it.

Oh, and how's the hellbunker going? Have you gotten it completely self-sufficient yet?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 03, 2011, 02:52:59 am**

Quote from: ThatAussieGuy on October 03, 2011, 01:18:54 am

I just wanted to share my successful hell-breaching device. I don't think it's as awesome as Noodle's dwarven kill-a-ma-jig corridors, but it worked AND made a mockery of the terrifying demon horde.-

The Dwarven Checkerboard (<http://www.bay12forums.com/smf/index.php?topic=94140.0>)

I'm hoping to get Nobles in so i can warren them in single-square spots and make a game of Dwarf Chess out of it.

That is so awesome! I'm inspired to murder my FPS just to do something similar.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Frying Doby** on **October 03, 2011, 09:35:41 am**

Hiho.

Can I get dwarfed as a cook, brewer or butcher?

And mucho respecto for all of this.  
My newbie eyes are melting from all the dwarfy-awesomeness. :'(

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **October 04, 2011, 06:12:00 am**

This is truly amazing.

Wow! This rightfully deserves a place in the hall of legends! Reading this shows me how much of a beginner I am.

Could I please be dwarfed as a soldier?

Dorf name: Blead

Keep up the Epicness fellows! :D

Edit: sleazy post.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 04, 2011, 08:57:29 am**

I've taken to exploring Deathgate in adventure mode.

Took forever to get in. Had to jump into the refuse area since I left the gate closed. Managed to get some adamantine armor and a bunch of weapons. Good god this place is hell. Goblins everywhere, Forgotten beasts running around.

And I'm just on the surface.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **October 04, 2011, 04:21:03 pm**

Quote

Good god this place is hell. Goblins everywhere, Forgotten beasts running around.

And I'm just on the surface.

that my friends is a great intro to the epic tale known as deathgate

tack on "theres a constant scream of demons/innocence (either works) dying" and u have perfection

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 05, 2011, 01:00:19 am**

Umm...Yo.

Hey guys, sorry real life ate me. So how goes it?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 05, 2011, 03:43:50 am**

Real life is on me too, but I should have an update tomorrow. I've managed to play into Early Summer.



What noise? That was just the wind. Hell is breezy.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 05, 2011, 05:11:00 am**

Quote from: AnimaRytak on October 04, 2011, 08:57:29 am

I've taken to exploring Deathgate in adventure mode.

Took forever to get in. Had to jump into the refuse area since I left the gate closed. Managed to get some adamantine armor and a bunch of weapons. Good god this place is hell. Goblins everywhere, Forgotten beasts running around.

And I'm just on the surface.

I tried three times. All from different sides. Each time the game froze for half a minute as i approched and I was then killed by the same forgotten beast, three times. You're doing better than I am.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2011, 06:23:37 am**

Quote from: Eoganachta on October 05, 2011, 05:11:00 am

Quote from: AnimaRytak on October 04, 2011, 08:57:29 am

I've taken to exploring Deathgate in adventure mode.

Took forever to get in. Had to jump into the refuse area since I left the gate closed. Managed to get some adamantine armor and a bunch of weapons. Good god this place is hell. Goblins everywhere, Forgotten beasts running around.

And I'm just on the surface.

I tried three times. All from different sides. Each time the game froze for half a minute as i approched and I was then killed by the same forgotten beast, three times. You're doing better than I am.

I cheated actually, since I wanted to explore the place immediately instead of grinding.  
Even as an Axe Lord, it wasn't easy.

Until I found a masterwork adamantine battle axe.

With the bridge up, there is no way into Deathgate that doesn't kill you. I ended up going through the old doom bridge path by adjusting my location to move past a mushroom that blocked the path.

Oddly enough, the inside of Deathgate was nearly empty. No corpses, no items. Perhaps it because everything was locked up tighter than a drum. I did try to restart BATTERY while I was at it for giggles. Alas, I haven't found my way into Lower Deathgate and its occuring to me this place was, in fact, designed by insane people.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 05, 2011, 06:25:34 am**

It's awesome, even when abandoned, the sheer majesty and layout of Deathgate can still kill you. What obstacles exactly did you encounter?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2011, 06:32:45 am**

Well, within about 15 seconds of being there, a troll punted me off the mountain and into a ravine.  
I only survived by going into a coma.

After going though a small army of goblins, and about half a dozen forgotten beasts, I managed to get inside.

I think if I re-abandoned with the main entrance open, I'd get more even results instead of everything being on the surface. I must test this theory.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 05, 2011, 06:40:20 am**

I like to think of Deathgate as a gigantic organism. The dwarves are the blood cells, both red and white. Stuff like the BATTEREY are organs, and the demons can be seen as a virus. Interestingly, whatever conquers Deathgate also assumes its duties as Deathgate's defense mechanism, such as the goblin army, punting troll, and the numerous FBs.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 05, 2011, 08:26:51 pm**

**Mitchewawa** the Carpenter appreciates art, strives for excellence and likes sasquatches for their reclusive nature.  
**Velard** is a fighting mining mason with two picks, an iron will and a love of chickens for their clucking.  
**Frying Doby** is a traumatized Brewing Butcher-Cook who is entranced by riddles and puzzles and talks to inanimate objects.  
The mighty **Blead** is a recent draftee who is very slow to anger and finds helping others rewarding.

\* \* \*



*Vector Qwerk made a dash for the stairs when he saw the Overseer's body smash against the wall in the far room, but found himself surrounded and devoured by the demonic invaders.*





As the military scrambles downstairs to confront the threat, civilians flee in every direction but the correct one.



As more demons come to chase the fools deeper into Hell, Ngogngo the Worm leaps at the soldiers charging forth. Blade Master and Umune are neatly dissected limb by limb under the monster's slaving jaws. The Sky Blue Fiend sweeps a clawed hand across the throat of Jigamor, who bleeds freely unto motionlessness.

Beyond in the infernal cavern, the civilians are quickly slaughtered, and their slayer returns to the defeated swordsdwarf Grazz, to set about beating him over the head with the dwarf's own boot.



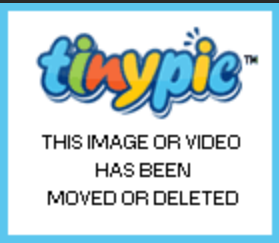
A few of the civilians bravely turn to face their foes, but only in vain.



One dwarf's screams carry across the barren hill to the outpost, slowly fading and overshadowed by new cries from above.



The military is largely maimed or wounded within after a long battle with little gain to show. Demoralized, the remnants flee upstairs, the stench of death following after them.



Undeterred, the monsters below continue their rampage.

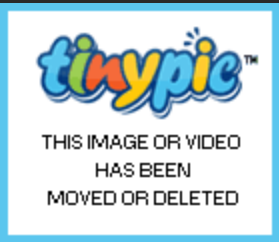
```
Stukos Onshenrigòth, Carpenter has been struck down.
Edem Ingizsavot, Shearer cancels Drink: Interrupted by Deer.
The Swordsdwarf is caught in a cloud of flames!
Edem Ingizsavot, Shearer cancels Drink: Interrupted by Deer.
The Swordsdwarf is caught in a cloud of flames!
Bonrek Gíðthurkilrud, Recruit has bled to death.
The Swordsdwarf is caught in a cloud of flames!
The Swordsdwarf is caught in a cloud of flames!
The Swordsdwarf is caught in a cloud of flames!
Monuz Ustuthtoltot, Hauler has bled to death.
'Sekra' Atölamost, Boozemeister is throwing a tantrum!
Weapon Trap toppled by 'Sekra' Atölamost, Boozemeister.
The Swordsdwarf is caught in a cloud of flames!
Goden Adilthum has grown to become a Dwarven Child.
The Swordsdwarf is caught in a cloud of flames!

z: Zoom to location                                     Announcement Date: 12th Slate
```

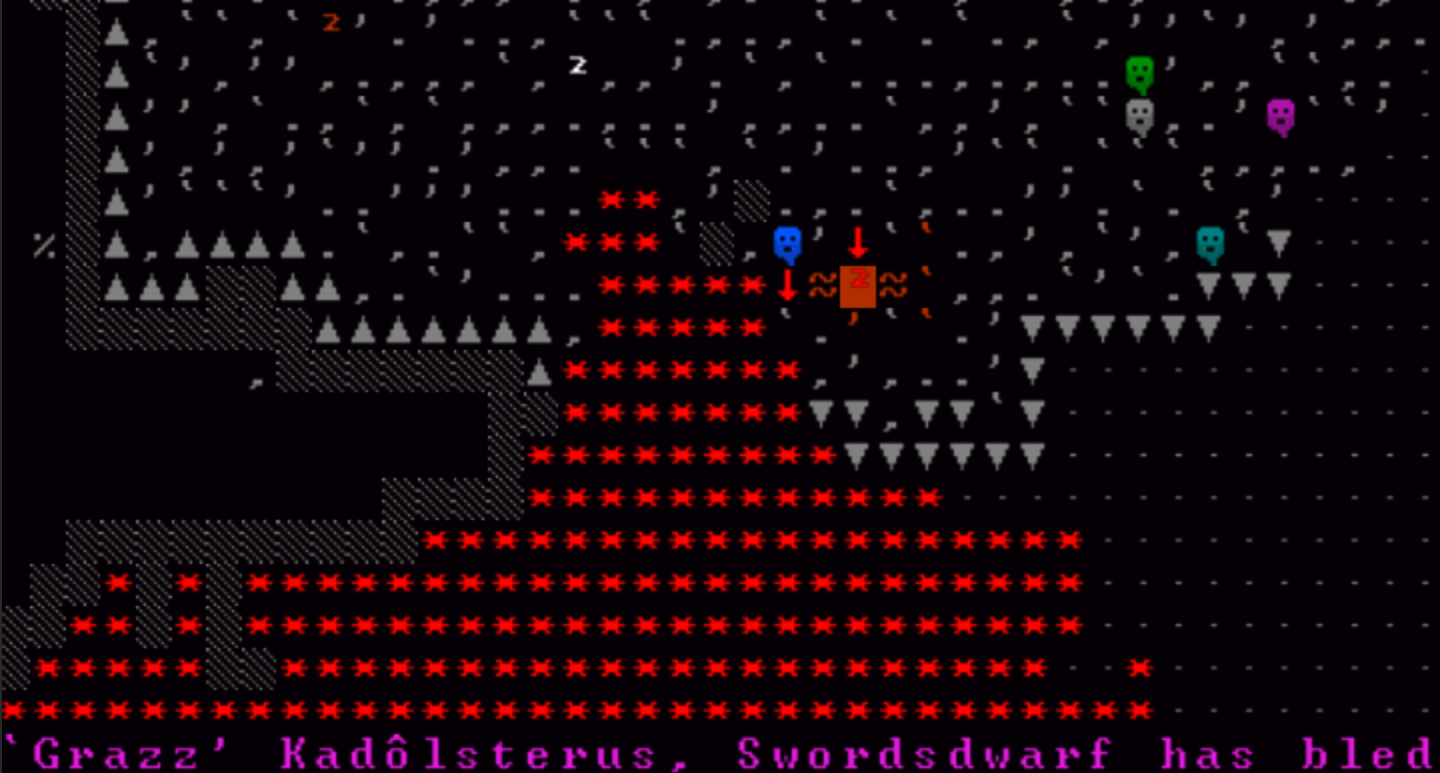
An experienced soldier named Juana takes command of the remaining military. After order is restored to the ranks, a second charge is made. The deathly worm is overcome in a flurry of hammers and swords, but not before several recruits are parted from hands and legs.



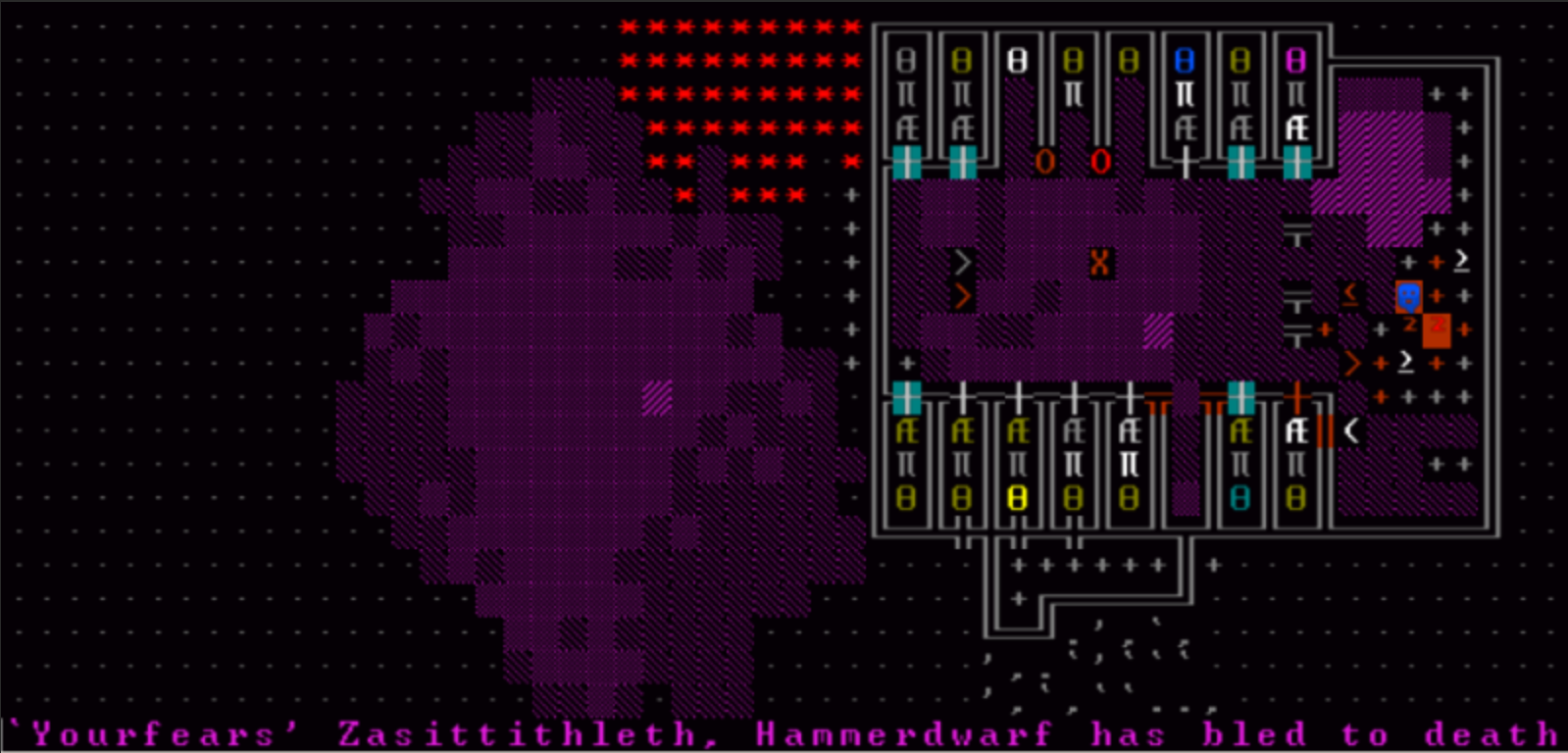
Drawn by the tortured wailing of Grazz, the dwarves continue their march into Hell.



Soon the demons meet their adamantine doom, but it is too late for the swordsdwarf.



Flames consume the body of Grazz as he dies, and the military returns to the fortress proper to order the gates outside to be shut. By the end of the day, thirteen have paid the ultimate price for complacency.



Fourteen.

For now, Deathgate is safe, if directionless and broken. Such safety is dearly won.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 05, 2011, 08:35:51 pm**

If you wall off the ground-level edges of the map near your hell bunker, it should make things marginally safer for you down there. Oh, and did That Aussie Dwarf survive?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 05, 2011, 08:38:13 pm**

Did I ever get that science dwarf?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2011, 08:43:14 pm**

Ole' Deathgate's military just aint what it used to be.

If any of our dwarves are level 4 teachers and have weapon skills, we should put them in training squads to make new soldiers.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **October 05, 2011, 09:46:29 pm**

How's The Mad Fool doing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2011, 10:26:10 pm**

Quote from: The Mad Fool on October 05, 2011, 09:46:29 pm  
How's The Mad Fool doing?

I'd assume he's very busy at this point.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **October 05, 2011, 10:31:51 pm**

noooooooo my hammerdwarf, at least he died attempting to crush somethings skull in.

but all is well for fear will always remain.



can i request not 2 be buried so i haunt deathgate for all of time? if not redorf?

perhaps throw my corpse down the animal pit of death or something equally gruesome and traumatic involving the beloved temple to armok

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 05, 2011, 11:41:02 pm**

Quote from: yourfears on October 05, 2011, 10:31:51 pm

can i request not 2 be buried so i haunt deathgate for all of time? if not redorf?

perhaps throw my corpse down the animal pit of death or something equally gruesome and traumatic involving the beloved temple to armok

I'm not sure if he's buried yet, but I'll be sure and desecrate his grave if he has one.

Quote from: AnimaRytak on October 05, 2011, 10:26:10 pm

Quote from: The Mad Fool on October 05, 2011, 09:46:29 pm

How's The Mad Fool doing?

I'd assume he's very busy at this point.

The Mad Fool is quite content and too busy picking up martial equipment to see to the injured. A few other dwarves have health care but it doesn't seem like anyone's actually getting treated. The Faith Healer evaluated all of them in the hospital, but that's it.

Quote from: AnimaRytak on October 05, 2011, 08:43:14 pm

Ole' Deathgate's military just aint what it used to be.

If any of our dwarves are level 4 teachers and have weapon skills, we should put them in training squads to make new soldiers.

I've made new squads and reformed the old ones, but haven't optimized for teachers yet. First we needed a force armed and ready to fight, after Ngogngo and Poisonsneak slaughtered everyone.

Quote from: dermonster on October 05, 2011, 08:38:13 pm

Did I ever get that science dwarf?

Yes, he recently chopped a gorlak to death near the trade depot.

Quote from: ThatAussieGuy on October 05, 2011, 08:35:51 pm

If you wall off the ground-level edges of the map near your hell bunker, it should make things marginally safer for you down there. Oh, and did That Aussie Dwarf survive?

The Noticer of Things is happy and walking around with masterwork leather boots and an adamantine sword. The named dwarves are in a squad so they'll wield weapons of choice and silk clothing. Building in Hell will be pretty risky until the new recruits are a bit less pathetic. I extended the outer wall of the bunker a little and built a new bridge, that's all so far.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 06, 2011, 01:23:20 am**

Did Eoganachta died in the slaughter? Last I saw s/he was stationed in the Hell outpost.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Edmus** on **October 06, 2011, 02:35:07 am**

Just finished reading through this, epic, only word for it :).  
Can I be Dorfed as Edmus, a male tough speardwarf, thanks.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Sappho** on **October 06, 2011, 02:37:46 am**

Quote from: SethCreiyd on October 05, 2011, 11:41:02 pm

The Faith Healer evaluated all of them in the hospital, but that's it.

What more do I need to do? Armok will either heal them, or take them as fitting sacrifices. The wounded should be proud to offer themselves to the Blood God!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 06, 2011, 05:57:04 am**

How's my dorf, Baelor?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 06, 2011, 02:58:19 pm**

Nice stuff going on. Can't wait until my turn.

Could you change Alexei's custom profession to "The Carver"? For that's what he does, whether he's carving shapes into stone, tunnels into the earth, or pain into his foes.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **jocgame** on **October 06, 2011, 06:19:18 pm**

Can i have a female dwarf by the name jocgame a soldier will be nice thank you.  
this is the greatest fortress i have ever read about keep up the good work.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **October 06, 2011, 06:22:42 pm**

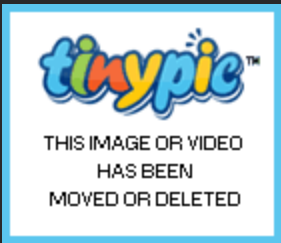
Clearly, the Mad Fool is too busy conducting cybernetics experiments to bother with less interesting medicine.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 07, 2011, 03:49:24 am**

Quote from: Eoganachta on October 06, 2011, 01:23:20 am  
Did Eoganachta died in the slaughter? Last I saw s/he was stationed in the Hell outpost.

She was actually busy doing the same thing she's doing now, and is either very fortunate or very intuitive. She's also been summarily promoted to Militia Commander since the recent battle, as the most senior surviving officer.

[Spoiler](#) (click to show/hide)



Deathgate's very big and full of massively tall stairwells and winding corridors, it takes the dwarves a while to travel through it. I'm still not even sure how to navigate it, the hotkeys are a godsend.

Quote from: Sappho on October 06, 2011, 02:37:46 am  
What more do I need to do? Armok will either heal them, or take them as fitting sacrifices. The wounded should be proud to offer themselves to the Blood God!

Sounds legit, keep up the good work.

Quote from: Velard on October 06, 2011, 02:58:19 pm  
Nice stuff going on. Can't wait until my turn.  
Could you change Alexei's custom profession to "The Carver"? For that's what he does, whether he's carving shapes into stone, tunnels into the earth, or pain into his foes.

It is done. I should mention that he's dual-wielding iron picks, I'll have some adamantine picks made when I build the adamantine forge with the adamantine anvil for the benefit of our master smiths.

**Edmus**, former farmer, is indefatigable, very strong and tough, and has complained about the draft lately. He does not trust others.

Templar **Baelor** is quite content with her ≡adamantine short sword≡ and is weaving thread into ☼cloth☼. Since she's truly fulfilled by assisting those in need, I assigned her to minor health care.

**jocgame**, draftee, is a legendary siege operator, I suppose she was the one shooting at that (newly expunged) deer this whole time. She does not go out of her way to help others and likes to consume fisher berries and fisher berry wine.

**The Mad Fool** has actually just decided to Recover Wounded. He's picking up a tantruming animal trainer that Blead, new Captain of the Guard, punched and kicked into a coma. I suppose the Quack's found a suitable test subject.

And hey, fps rose from 4 to 12 from all the death. That's good, right?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 07, 2011, 04:43:33 am**

Quote from: SethCreiyd on October 07, 2011, 03:49:24 am  
Quote from: Eoganachta on October 06, 2011, 01:23:20 am  
Did Eoganachta died in the slaughter? Last I saw s/he was stationed in the Hell outpost.  
She was actually busy doing the same thing she's doing now, and is either very fortunate or very intuitive. She's also been summarily promoted to Militia Commander since the recent battle, as the most senior surviving officer.

Great! I would think that being the 'most senior surviving officer' would be a great achivement in Deathgate. Advancement in Deathgate is, after all, by +pointy adamantine shoes+. And demon fire. lots of demon fire.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 07, 2011, 04:53:31 am**

Quote from: Eoganachta on October 07, 2011, 04:43:33 am  
Quote from: SethCreiyd on October 07, 2011, 03:49:24 am  
Quote from: Eoganachta on October 06, 2011, 01:23:20 am  
Did Eoganachta died in the slaughter? Last I saw s/he was stationed in the Hell outpost.  
She was actually busy doing the same thing she's doing now, and is either very fortunate or very intuitive. She's also been summarily promoted to Militia Commander since the recent battle, as the most senior surviving officer.  
Great! I would think that being the 'most senior surviving officer' would be a great achivement in Deathgate. Advancement in Deathgate is, after all, by +pointy adamantine shoes+. And demon fire. lots of demon fire.

It's more along the lines of "If you can get the last guy's shoes away from the Pterosaur Demon and wear them longer than thirty seconds without your feet melting or rotting off, you've got the job".

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 07, 2011, 06:21:45 am**

Baelor's a girl?

...

I'm fine with that, but why isn't she in the front lines? I really don't care if she dies, as long as she dies fighting ( and killing, I hope she's skilled enough ) demons and forgotten beasts.

Please.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 07, 2011, 06:27:20 am**

I can throw her in the full-time training squad, sure. She's in one of the alternating-monthly squads since she's a useful worker (legendary weaver).

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 07, 2011, 06:28:47 am**

Thank you.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 07, 2011, 05:50:54 pm**

Dual candy picks? :D I can't wait for Alexei to cause serious pain!!! Is it possible for Deathgate's jewelers to encrust my picks with rubies or any blood-red gem? Alexei the Carver is a devout follower of the Blood God...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **October 08, 2011, 07:41:35 am**

Alright then time to sacrifice myself for the greater good!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **October 08, 2011, 11:48:13 am**

Hahaha, looks like Blead is living up to his name! xD

...sorry, couldn't resist.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **October 08, 2011, 01:21:13 pm**

Just finished reading! While I would love a turn, I've had zero experience with the current version of DF, as I've still got a story going in 40d. I'd hate to be the one to bring this to an end, though I do have a project idea... Perhaps later.

Can I get a dorf? 'Kenbo,' and I'd like armorsmith first, weaver second.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 09, 2011, 07:19:16 am**

not to be arrogant or showy or anything, but I genuinely kinda wonder how this fort would have went about breaching hell if I never took that second turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 09, 2011, 07:49:35 am**

Quote from: noodle0117 on October 09, 2011, 07:19:16 am  
not to be arrogant or showy or anything, but I genuinely kinda wonder how this fort would have went about breaching hell if I never took that second turn.

Drafting everyone, showing them which end of the sword or spear goes in the other guy, then lining them all up outside the breaching point for hilarity and fun times for all?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 09, 2011, 09:30:05 am**

This has inspired me to plan draining an ocean into Hell, turning it into Demonic Atlantis. That'll be my next fortress.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 09, 2011, 09:31:42 am**

Quote from: Velard on October 09, 2011, 09:30:05 am  
This has inspired me to plan draining an ocean into Hell, turning it into Demonic Atlantis. That'll be my next fortress.

Please turn it into a fort, and dorf me as Nix.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 09, 2011, 09:44:26 am**

Quote from: NRDL on October 09, 2011, 09:31:42 am  
Quote from: Velard on October 09, 2011, 09:30:05 am  
This has inspired me to plan draining an ocean into Hell, turning it into Demonic Atlantis. That'll be my next fortress.  
Please turn it into a fort, and dorf me as Nix.

I'm already walling off the perimeter of hell under my fortress. Almost halfway done, too.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **sarus92** on **October 09, 2011, 10:46:42 pm**

Is it to late to be dorfed??

If not , a male dwarf named Sarus please :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 10, 2011, 01:56:36 am**

Quote from: noodle0117 on October 09, 2011, 07:19:16 am  
not to be arrogant or showy or anything, but I genuinely kinda wonder how this fort would have went about breaching hell if I never took that second turn.

Hard telling. The military sure wasn't up to the task though.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **October 10, 2011, 03:00:05 am**

probably a spike trap repeater corridor to be fair. not as efficient but it would get the job done.



**Kenbo** the armorer likes adamantine and nuthatch demons for their rhythmic undulations. He doesn't handle stress well, and does not feel effective in life.

**Sarus** is a musically-inclined, forgotten beast-killing macedwarf who lost the fat in his right upper leg. He likes toy boats and granite, and does not mind working outdoors, at least for a time.

\* \* \*



Mayor Derm Halltouches sat at his desk pouring over the latest reports from the Underworld when a knock sounded at the door to the office. A voice carried through the other side. "Creiyd Praisedcudgel reporting for duty, sir."

Derm called to enter, and the dwarf strode inside, looked around the room, and dropped a stack of stamped papers on the Mayor's desk. "I'm the assistant you requested last year."

"Wonderful! Have a seat." Derm pointed at an uncomfortable-looking alunite throne sitting in front of the table. "I imagine you're weary, it's a long way from the Mountainhomes."



"It was nice to travel, honestly. I hadn't seen much of the surface before this trip. The woods are spectacular."

"Just wait until Autumn. The trees'll take on such splendor it'll almost make you forget what's waiting beneath us." The Mayor gestured toward a stack of barrels lined up against the wall. "Wine?"

"Certainly." Creiyd nodded in appreciation, took the offered goblet and sipped nervously. "I came with several peasants who hope to achieve a greater life than they had in the Capital."

"Excellent," Derm said, chortling. "We could use some more soldiers."



"Well, the first is a novice brewer," Creiyd said. "He came to Deathgate to perfect his-"

"He's a soldier," Derm said. "Along with anyone not a master in their craft. Do you know how many demons there are, kid?" The Mayor pointed at a chart splayed across his desk. "According to this, if we drafted fifteen dwarves to service every half-second, we might match their number in about twelve thousand years. And one demon can take down about ten dwarves of ordinary skill. We're so badly outmatched here I suspect only providence persists in preserving us. We're just lucky they can't walk through the walls or I'd be mandating a mass suicide to keep us all from dying far more horribly."

"I see," Creiyd said.

"Tell them to report to Blead, and tell him to get the newbies fitted, when you see him," said the Mayor, as he leaned back in his seat. "You'll find him, just listen for the cries of whomever he's beating. Apparently the prison isn't big enough to house all the malcontents."



Creiyd examined his empty goblet. "I thought it was the Mayor's job to talk down the disgruntled workers?"

"I don't have time for that kind of nonsense, kid. We're the last line of defense for a world that won't know what hit it when these things get loose. I've enough to worry about without these hooligans getting in the way, especially when Blead is so good at caving in someone's chest."



"I see. So, what exactly do you require?"

Derm frowned as he rubbed his beard. "Deathgate's in a right state," he told his aide. "Our halls are filled with the blood and bodies of various creatures. There are still a few corpses caught beyond the gates of Hell, and we haven't enough coffins to bury the ones we've actually recovered. We've got Doctors that won't heal people, soldiers that can't kill things, and haulers that would starve to death in fear of a crippled deer that couldn't possibly reach them, let alone hurt them. It's a good thing our predecessors set so many traps outside or the goblins would have had their way with this place long ago."

"Sounds like you've got your hands full," said Creiyd, setting the goblet down.

"That's why I sent for you, kid. There are nearly two hundred dwarves here and it's my job to meet the needs and demands of each and every one. It's your job to make them all think I'm doing that."

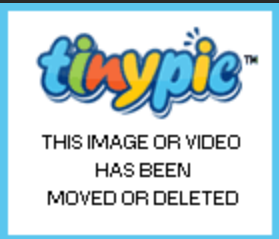
Creiyd raised an eyebrow. "So what *will* you be doing?"

"Research, my boy, there's much to be done. These demons defy every law of physics we've got, and if we can figure out what makes them tick and we just might live long enough to tell someone about it." Derm pointed at a plate of putrid gray ooze quivering on the corner of the table. "We just found out that they're edible. Care for some boiled brute brain?"

"No thanks," Creiyd blanched, shaking his head and raising a hand in disgusted rejection. "I was wondering what that smell was."

"Yeah, it's a bit heavy on the sulfurous side."

Creiyd was eager to change the subject and steer his thoughts away from the unidentified meat in the stew he had for lunch, but whatever he was about to say was cut short by the office door swinging open. A flustered dwarf with dark rings around her eyes hustled inside, shoved an engraved slab upon the desk, and hurried back outside without a word. "What was that all about?" he asked the Mayor, who was reading the slab with a wrinkled brow.

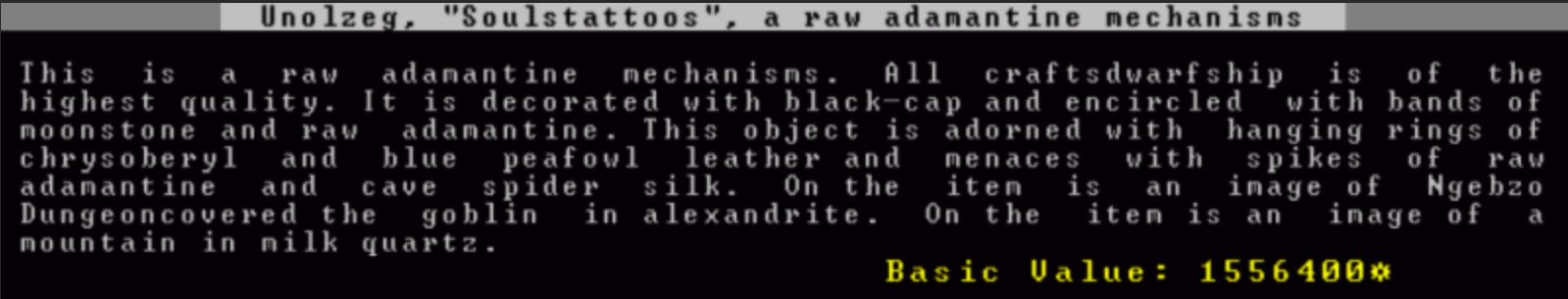


Marksdwarf 'Juana' Mogshunstukos Thirkatthir is fighting! flying {copper bolt} strikes The Red Monster in the lower body severed part sails off in an arc! 23rd Hematite

"Nothing really," said the Mayor, waving his hand. "Where were we?"

"Um... eating demons."

"Right. At any rate, most of the guards are down at the entrance to Hell, but it's taking Tundra a while to get around since the demons left him crawling around on all fours. Luckily, all's been quiet on the deepest front, before today, at least. The masons are putting up a new gate to replace the one that got destroyed, with some splendid new mechanisms.



"I saw them, very nice crafts dwarfship. But what's stopping the demons from breaking down the new gate just like the old?"

"I dunno. The gate itself is also adamantine," Derm shrugged. "And it doesn't help if it isn't closed, I can tell you that. I'm not taking any chances here, and if that don't work, nothing will. Besides, the architecture's just great. We need people, and people like to go where there's nice architecture."

"I see," said Creiyd.

"You keep saying that," Derm said, squinting at his aide. "That a tic or something?"

"It's all I can think to say, sir. I've never worked at a fortress with demons before."

"It's about as pleasant as you'd imagine," said Derm. "Prepare for sleepless nights and sudden cessation of life. I don't suppose you want to hear how dramatically your chances of burning to death have risen since your arrival?"

"Not exactly, no."



"Anyway," said Derm, gathering the forms on his desk into one great pile, "I've got some paperwork to fill out. Have Medtob or someone else with any talent start engraving memorial slabs. I want all the dead accounted for by the time the liason gets here. Also, stop by the hospital and take note of all the symptoms in the folks who just got poisoned."

"What?"

"You'll see."

"Okay then." Creiyd rose from the desk, turning to leave.

"One more thing. In order to rig up a demon trapping device we're going to need a Giant Cave Spider or six. Try and get the trappers to get some." The Mayor stood as his aide departed. "And if you see The Mad Fool, send him up here, will you? I want to know how the prosthetic eyeballs are coming!"

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 10, 2011, 10:48:17 am**

Pffft hahahahah that is exactly what I was aiming for.

I'm like the Cave Johnson of Dwarves!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **October 10, 2011, 12:38:40 pm**

awesome man. pure awesome.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **October 10, 2011, 03:22:50 pm**



Hehe I hope I survive long enough to bleed to death. I wish to live up to my name.

Can I see my dwarf page pretty please with a drop of lava on top?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **October 10, 2011, 09:17:55 pm**

curious as to if i was redorfed after my glorious demise. if not id like to be anf it would be even better if my old dwarf had a son to avenge his father by slaying the demonic hordes

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 11, 2011, 03:02:06 pm**

Quote from: yourfears on October 10, 2011, 09:17:55 pm  
it would be even better if my old dwarf had a son to avenge his father by slaying the demonic hordes

(1 dorfbuck to the person who gets this reference.)

His ghostly father won't let him join the military because he'll just be KILL by demons.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **October 11, 2011, 04:44:03 pm**

Quote from: Velard on October 11, 2011, 03:02:06 pm  
Quote from: yourfears on October 10, 2011, 09:17:55 pm  
it would be even better if my old dwarf had a son to avenge his father by slaying the demonic hordes  
His ghostly father won't let him join the military because he'll just be KILL by demons.

No Velard. You are the demons.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **October 11, 2011, 05:12:29 pm**

sad panda?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 12, 2011, 02:00:22 pm**

Hey, I was wondering if I was ever redorfed after my...unfortunate incident, and if not, redorf me as Tryrar III

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Algeroth** on **October 12, 2011, 03:13:43 pm**

BTW, How is my dwarf - Al - doing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Skyrunner** on **October 12, 2011, 03:32:29 pm**

Huh, I'm fighting :D  
I like the way you sprinkled furious fighting with a calm scene ... its like those movies where people are talking, with lots of cut-tos to fighting (or running).

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **October 12, 2011, 05:08:16 pm**

Dworf me as:  
  
Name: Alex the Red  
Job Name: Plague Surgeon  
Profession: Mainly Medical skills, Chief Medical Dwarf would be great. Don't give me too many other labors though since we really need some good dedicated doctors.  
  
Also sign me up in the overseer queue; it'd be great to get to streamline Death Gate's health care system all while getting a chance to conduct some dwarven medical experiments on the demonic incursion. ;D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **October 12, 2011, 05:36:46 pm**

Did the animal trainer that The Mad Fool recovered survive his ministrations?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Bulldog** on **October 12, 2011, 07:59:07 pm**

Can I be dorfed?

I'd like an ax dwarf.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 12, 2011, 11:12:21 pm**

Quote from: Alex the Destroyer on October 12, 2011, 05:08:16 pm  
Dworf me as:  
  
Name: Alex the Red  
Job Name: Plague Surgeon  
Profession: Mainly Medical skills, Chief Medical Dwarf would be great. Don't give me too many other labors though since we really need some good dedicated doctors.  
  
Also sign me up in the overseer queue; it'd be great to get to streamline Death Gate's health care system all while getting a chance to conduct some dwarven medical experiments on the demonic incursion. ;D

Chief Medical Dwarf is taken by "The Mad Fool".

But we can sign you up as his assistant.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 13, 2011, 12:18:46 am**

Is the Noticer of Things still alive in Deathgate?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **October 13, 2011, 01:29:57 am**

Quote from: AnimaRytak on October 12, 2011, 11:12:21 pm

Quote from: Alex the Destroyer on October 12, 2011, 05:08:16 pm

Dworf me as:  
  
Name: Alex the Red  
Job Name: Plague Surgeon  
Profession: Mainly Medical skills, Chief Medical Dwarf would be great. Don't give me too many other labors though since we really need some good dedicated doctors.  
  
Also sign me up in the overseer queue; it'd be great to get to streamline Death Gate's health care system all while getting a chance to conduct some dwarven medical experiments on the demonic incursion. ;D

Chief Medical Dwarf is taken by "The Mad Fool".  
But we can sign you up as his assistant.

That's alright, I won't be his assistant but I'll be another doctor on the floor.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **October 13, 2011, 07:14:42 pm**

Quote from: AnimaRytak on October 12, 2011, 11:12:21 pm

Chief Medical Dwarf is taken by "The Mad Fool".

Does this mean that Deathgate finally has a working hospital? Or is this the reason for the health care system's poor performance?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **October 13, 2011, 07:19:40 pm**

Quote from: Urist McDwarfFortress on October 13, 2011, 07:14:42 pm

Does this mean that Deathgate finally has a working hospital? Or is this the reason for the health care system's poor performance?

One of the reasons why the health care system performs poorly.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 13, 2011, 08:15:48 pm**

If the Dwarven Health Committee came to Deathgate, they would list that the place is full of blood and gore, (especially the goblin coated bridge) smells like years of endless suffering, the hospital is so low-quality that they are saving their only roll of bandages in case of an emergency, the death rate is terrifyingly high, the birthrate is depressingly low, and they can smell the splattered, decaying remains of mutilated demons, unprotected babies, heroic warriors, idiot hauler dwarves, the mass grave of 500+ innocent pets, and one badass deer. Not to mention all the ghosts. Deathgate has ghosts that continue to fight off invaders after death.

"Congratulations, you pass! Keep up the good work!"

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 14, 2011, 11:10:39 pm**

Spoiler: Status of Blead (click to show/hide)

'Blead' Astsemor, "'Blead' Sabreunites", Captain of the Guard

'Blead' Astsemor has been quite content lately. He had a fine drink lately. He slept in a great bedroom recently. He had a pretty decent drink lately. He was grumbling about long patrol duty lately. He is a worshipper of Uzol Greendyes and a worshipper of Nirmek Blockedhelpful. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is the captain of the guard of The Death-Hammers of Wrath. He is seventy-seven years old, born on the 10th of Moonstone in the year 690. His eyes are copper. He is incredibly muscular. His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. He has a very deep voice. He has an angular chin. His somewhat short ears are broad. His lips are slightly thick. His skin is cinnamon. He is almost never sick, mighty and agile. 'Blead' Astsemor likes chalk, black bronze, wood opal, stars and salt fiends for their horrifying features. When possible, he prefers to consume Longland beer. He absolutely detests lizards. He has very good creativity and the ability to focus, but he has a little difficulty with words. He is very slow to anger. He does not have a great aesthetic sensitivity. He is put off by authority and tradition. He finds helping others rewarding. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. A short, sturdy creature fond of drink and industry.

Quote from: The Mad Fool on October 12, 2011, 05:36:46 pm

Did the animal trainer that The Mad Fool recovered survive his ministrations?

Alas, that Animal Trainer is no longer with us. He went melancholy in bed and died a few weeks later.

**AI** has been happy lately, and is getting used to tragedy. She's a Grand Master Marksdwarf, with fourteen kills, two of them demons, one of them a fearsome turkey.

**Alex the Red**, ecstatic lately, is a talented surgeon and wound dresser. She enjoys bumblebee mead and has a very distinct laugh for when she's excited.

**BullDog** is a novice axedwarf that got three of the forgotten beast kills last month. He is easily moved to pity and very friendly.

**ThatAussieDwarf** is still alive and uninjured, and is at the moment hauling furniture. He choked on smoke underground lately, but is otherwise quite content.

**Tryrar III** is a recruit with an exceptional adamantine spear. He is concerned about rejection and ridicule, and likes penguins for their way of flying through the water.

**Yourfears II** is the adopted son of Yourfears (yourfears died without any living relatives). He is uncomfortable with change and quick to anger, but finds helping others rewarding.

I haven't had much time to work on an update, but it is forthcoming.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 16, 2011, 07:47:21 am**

Just wanted to share this with you fellow hell-forters

I finished sealing-off the perimeter of hell (<http://www.bay12forums.com/smf/index.php?topic=94140.msg2686577#msg2686577>)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Narqulie** on **October 18, 2011, 12:11:26 am**

Sssoooo, what's happening with the fort at the moment?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 18, 2011, 01:06:06 am**

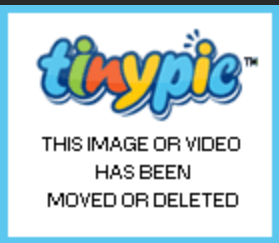


*Excepts of Creiyd's Journal, undated*

Today a murder was committed in full sight of myself and four others who were attempting to show me to my quarters. There's just something about Animal Trainers, it seems. The lad had the look of madness about him, and attempts to talk him out of the rage seemed to worsen his state to the point where he tore down the stairs and happened upon a helpless child.



Later learning that a dwarf died of thirst in a cage sometime overnight makes for a total of three more caskets mandated.



On a happier note, Morul has earned himself the Dwarf of the Month award for leading an entire goblin ambush into a field of cage traps built outside a refuse heap. I expect the Mayor will be pleased with the new dozen of prisoners at his disposal, seeing as most of our previous sixty have been sacrificed to the magma.

Well, I say sacrificed, but there really wasn't much ritual involved. Thing about goblins is they don't put up much of a fight when you're dragging them to the pit until right before they're about to go in. Funny creatures. Where do they think they're going, the playground?

-----

*A date is written here, but unintelligible.*



Dear Gods, I know this can't be good. I'm not even out of bed yet and already I can hear something screaming bloody murder. I admit no immediate desire to leave my current location.

More screams. I suppose I should go see.



Shama Wurjulism, Human Merchant is stricken by melancholy!  
Yak Bull has gone berserk!  
Edu Usanotnge, Human Merchant is stricken by melancholy!  
Yak Bull has gone stark raving mad!  
Pessal Osplekur, Human Merchant has gone stark raving mad!  
Gib Nifihsut, Human Merchant is stricken by melancholy!  
Yak Bull is stricken by melancholy!  
Icgil Adeabli, Human Merchant has gone berserk!  
Udil Rigòthseng, Blacksmith cancels Smelt native gold Ore:  
Crundle.  
Mita Abbabugi, Human Merchant has gone stark raving mad!  
Yak Cow has gone berserk!  
Yak Bull has gone berserk!

It turns out that instead of trading with the annual human caravan, our broker pulled a lever to seal our visitors in the Depot. I am told this was a most unfortunate accident that has enabled us to acquire all their goods without distracting our haulers from their precious cleanup time to ferry goods to be bartered. I'm not certain whether I should praise Iggy for his resourcefulness or arrest him for his indwarvanity.

At the very least, I'm sure it will interest the Mayor to learn it took, telling by the tally marks inscribed on the trapping walls, precisely twenty-seven days from their scheduled departure for all our captives to completely vacate their senses, aside from, for whatever reason, those among them carrying weapons.



No sooner than the gates were open did the caravan's armed escorts pile for the exit, abandoning their maddened brethren for the yonder woods. Left with little recourse, as they were beyond all help, I regretfully ordered the merchants be shed from their misery. Juana seemed frightfully eager to assist.

The flying <≡copper bolt≡> strikes The Human Merchant in the throat  
tearing it through the <large rope reed fiber cloak>!  
A major artery has been opened by the attack!

A dark day for human-dwarf relations. Hopefully our tall friends will see this as the mishap it should seem to be instead of an act of war.

-----

its right second foot, tearing apart the skin through the ≡iron chain  
>leggings≡!  
The Templar gives in to pain.  
The Forgotten Beast stings The Templar in the head, tearing the muscle,  
shattering the skull and tearing the brain through the <cave spider silk  
hood>!  
A tendon in the skull has been torn!  
Forgotten beast extract is injected into the The Templar's dwarf blood!  
'Baelor' Dogikuzol, Templar has been struck down.

By Hematite. Why must I always awake to a racket?

\* \* \*

OOC, I am sorry about this delay. I've come down with a cold following a week dealing with some personal/family issues, and I'm finding it a bit hard to concentrate, and while the show must go on, I know I've been dragging along. I should be able to finish quickly and pass the save along by tomorrow, if that's suitable.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **October 18, 2011, 09:32:30 am**

Felt like writing. Hope you folks don't mind.

From the Journal of The Mad Fool (undated):

Another failure. How many is that, now? Eight? Fifteen? I've lost count. It hardly matters. I've more than sufficient numbers of test subjects; Blead sees to that. Failure is but the stone from which success is hewed. And yet, I cannot help but feel frustration that I have not been able to replicate my success with the deer. My work continues.

Incidentally, I really should get someone to clean all that blood off the walls. The implantation process got a bit...squirty.

~

I have finally collected the parts I need for my next experiment. Fortunately, Blead was kind enough to provide me with an Animal Tamer to use. I will need to remove a few limbs in order to install some of the components, so I'll see if I can't borrow an axe from the armory or perhaps one of the woodcutters. For this attempt, I will confine myself to external grafts; internal ones will have to wait until I have more appropriate parts for the job.

~

Progress! The subject survived the procedure, or at least he was still alive when he stopped screaming. He's dead now, of course, but that's hardly relevant.

Note to self: I really need to work out a way to reduce the blood loss. Or at least start working in a disposable tent of some sort. Waiting for my assistants to clean up all the splatterings causes some irritating delays.

~

I have taken a momentary reprieve from my experiments due to a lack of suitable test subjects and taken the opportunity to observe some humans that the broker managed to lock into the depot. Studying their behavior in isolation is fascinating. Being trapped together

in such a manner seems to drive humans insane. For a moment, I had hoped we could've gotten some useful labor out of them, but they don't seem to possess the intermediary stage of semi-madness that dwarves have, so now they're just gibbering mad. Pity.

The overseer has ordered the mad humans euthanized, which is sensible enough, I suppose. I've requested permission to dissect one or two of them. I've always been curious about their physiology, and their longer muscles and similar organs might make for decent prosthesis components. Now if I could only get a demon carcass....

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 18, 2011, 10:09:17 am**

Oh dear, not the Human Traders... oh well, free stuff!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **October 18, 2011, 06:55:09 pm**

Wait, I thought we were killing every human caravan as a matter of principle? Why are they still sending them?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 18, 2011, 07:39:06 pm**

Quote from: wlerin on October 18, 2011, 06:55:09 pm  
Wait, I thought we were killing every human caravan as a matter of principle? Why are they still sending them?

Clearly we haven't killed enough merchants.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 18, 2011, 07:52:21 pm**

I would love to have full-scale war with the human fools. When my turn comes around, I want to kill a LOT of stuff.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SethCreiyd** on **October 18, 2011, 09:13:22 pm**

*Journal of Creiyd, Timber 11th*

Kogan Bâsenlikot, Weaponsmith has created  
Gusgashîsir Zolak Imsal, a adamantine spear!

We have a new spear. Very plain, and very sharp. Its creator now broods over his forge like a pestilent viper, muttering dark things to himself as he toys with the hides of demonic creatures. I fear for my life walking by the foundries.

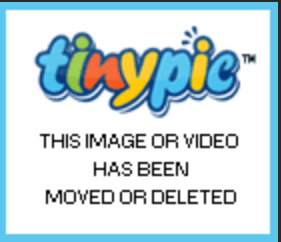
It was with bitter lament that we interred the body of our Templar, Lord Baelor, slain by a slaving lizard beast in the depths of the fortress. A novice miner stumbled on the beast as it lay upon the corpse of its victim, and managed to slay the brute before succumbing to his own injuries. He is not expected to survive, but we have at least discovered one last flaw in our defenses that is now sealed away. With the holes in our halls patched up, there should be no further surprises like this.

The Forgotten Beast kicks The Metalcrafter in the upper body with its right first foot, bruising the muscle, jamming the left false rib through the left lung and tearing apart the left lung!  
The Metalcrafter is having trouble breathing!  
The Forgotten Beast misses The Metalcrafter!  
The Metalcrafter counterstrikes!  
The Metalcrafter strikes The Forgotten Beast in the head with his (+copper pick+), tearing the muscle and tearing the brain!  
A ligament has been torn and a tendon has been torn!  
The Metalcrafter gives in to pain.  
The Metalcrafter falls over.

Winter approaches and our numbers dwindle ever downward. More than four dozen dwarves have died here since last Spring, a span of time otherwise used to carry refuse from one end of the fort to another in the name of 'cleaning.' However many bodies we hide cannot change the truth of their number.

**18th Timber**

Caravan arrived. Edem the Stonecrafter appears to have gone insane.



He was followed in turn by Fikod, who turned violent in the hospital. The marksdwarves were sent to deal with the uproar.



Kelsa was the next to fall, the ghastly sight and sound too much to bear.



`Juana' Mogshumstukos Thirkatthir has become a Elite Marksdwarf.  
'Kelsa' Lolokgiken, Engraver has been shot and killed.

They suffer no longer, from either injury or The Mad Fool's sanguine tinkering. My thoughts turn often to the ghostly dwarves amok in our halls, ever increasing in number as we fail to respect their every demise. What terrors lay in death to drive these restless spirits back to imitate themselves? I try and envision beyond them, pale memories they are, just to cower behind the greatest night, the terrifying darkness of the unknown realm. Shadowing Death, how sweet it would be to illuminate thee. Thou keepest many secrets.

This is an awful place, and the more it fills with death the less I steer my thoughts to that persistent fate. The end of life looms in certainty like only birth and sheer existence might, the first a flashing instant, the next a whisper in a sea of names. Always nigh, the shadow of what little light we bear into the darkened world so full of death flickers endlessly about us, and in this cavern no distraction serves to save from painful rumination.

Our deepest roots embed in nothingness, but somehow we that live were born, and what can happen once can happen twice. The grave may be the womb we cannot see. I find a peace in this. Perhaps as all, fair death is but a fleeting moment against time, a speck amidst.

But only time can tell.

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***A Letter from Mayor Derm to the Mountainhomes, Department of Administrative Assistance***

To Whom It May Concern,

Greetings from Deathgate! We've learned a whole lot the past year, the data's enclosed in the accompanying package. Don't mind the rattling, that's just the bones. There's still a lot of work to do on the demons, and we haven't learned a whole lot we didn't already know. We did discover the ones made of fire can be safely hauled around, but turning them into weaponry is another story. Which brings me to the last assistant you sent. Great guy, really thorough, a good listener. Always willing to help out. Unfortunately, there was an accident and we're going to need a replacement.



Long story short, one of the weaponsmiths found a way to make a sword out of demon flames. We needed someone to test it and since Creiyd was nearby he offered to give it a shot. He had an adamantine gauntlet and figured it was safe enough to drop if it got too hot.

Let's be clear here, no matter what anyone tells you, adamantine isn't a great insulator. By the time I noticed the kid's hand was melting inside his glove he was already on fire, tearing up the stairs to the golden road, where he ran out of steam. We'll all miss him.

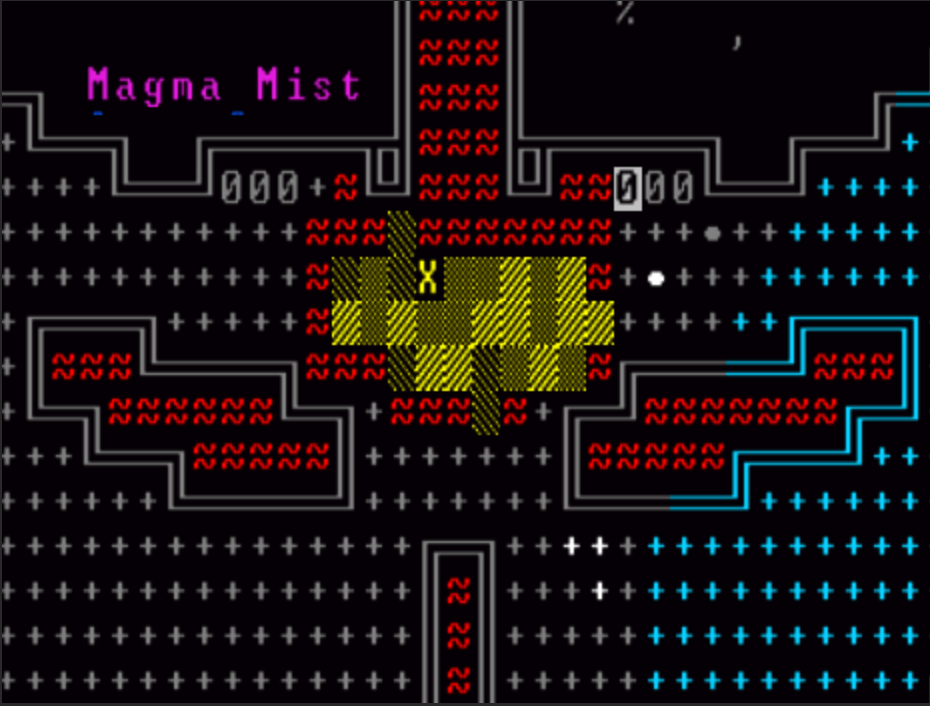




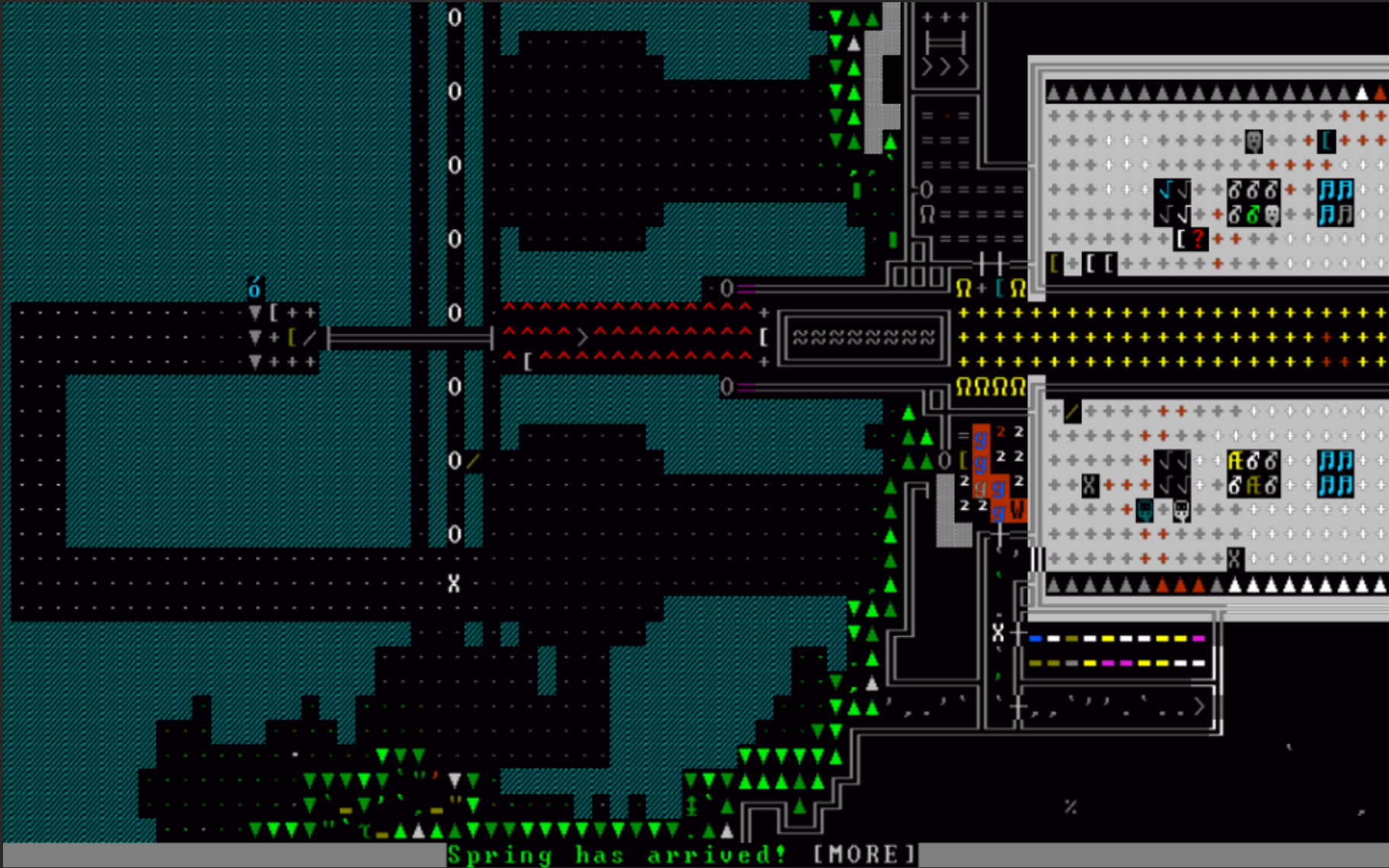
It took a few more dwarves to move the hot weapon down to the mid-level catacombs and drop it in a forbidden room where it can't hurt anyone else. It's one less problem to worry about now, but new ones are always popping out of the stonework, so I have to cut this letter short.



Deathgate has a small gremlin problem. We're cooking up a special version of gnomeblight out of some collected beast extract, but it's likely to be as poisonous to us as the gremlins and safety regulations are slowing us down. In the meantime, the miners say the magma flood will travel safely down the new staircase into a sealed reservoir, so all is well in that regard. Only thing we need is a new staircase, until we finish that Nether Cap Diving Suit.



Great Lun, how can it be Granite already? Wow, the years are getting short. Ah well. Cheers to the world of tomorrow!



\* \* \*

[Spoiler: Status of Deathgate](#) (click to show/hide)

Mountainhome R&shinod Okbodgehud, "Deathgate 1st Granite, 768, Early Spring											
Animals		Kitchen		Stone		Stocks		Health		Justice	
Created Wealth:		39774681*		Population:		139					
Weapons:		6412074*									
Armor and Garb:		7496816*		Miners		 9		Axedwarves		 1	
Furniture:		1790942*		Woodworkers		 6		Axe Lords		 None	
Other Objects:		7764971*		Stoneworkers		 7		Swordsdwarves		 2	
Architecture:		5668602*		Rangers		 4		Swordmasters		 None	
Displayed:		5042567*		Metalsmiths		 10		Macedwarves		 2	
Held/Worn:		5598709*		Jewelers		 None		Mace Lords		 None	
				Craftsdwarves		 13		Hammerdwarves		 None	
Imported Wealth:		782040*		Nobles/Admins		6		Hammer Lords		 None	
				Peasants		 3		Speardwarves		 None	
Exported Wealth:		143594*		Dwarven Childrn		 16		Spearmasters		 None	
				Fishery Workers		 1		Marksdwarves		 7	
Food Stores:		9097		Farmers		 29		Elite Mrksdwrvs		 None	
Meat		648		Seeds		2101		Engineers		 7	
Fish		64		Drink		3341		Trained Animals		 None	
Plant		56		Other		2887		Other Animals		 55	
								Recruit/Others		 13	

Since I started my turn with, IIRC, just over two hundred dwarves, I managed to kill just over sixty of them. Not a single casualty survived the hospital, and our military is largely comprised of inexperienced recruits. My attempt at assaulting Hell and building inside having failed, I spent the rest of the turn digging new pathways for efficient movement and cleaned up as much of the refuse / corpses as I could. I tried extending the lava chute on the surface for cooking invaders but it needs more magma to be a proper killing machine.

Here's the save (<http://dffd.wimbli.com/file.php?id=5079>), thanks all for letting me play! Best of luck Ovg, and may you not be in dire need of it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 18, 2011, 09:33:21 pm**

\*Massive clapping\*

I hope the next overseer keeps up the trend of me essentially being the Dwarf Cave Johnson because that just made my day!

And Seth your writing is excellent as always!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 18, 2011, 10:49:27 pm**

All hail, Seth; Legendary Dwarf Author.

Oh, did the Noticer of Things survive? Or was he among the sixty that experienced Fun?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **EmeraldWind** on **October 18, 2011, 11:13:27 pm**

:o How exactly did you make a red monster short sword?

BTW, awesome way of describing the scene. Very funny.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **October 18, 2011, 11:15:37 pm**

Hmm. I think it's that time again.

AnimaRytak, if I could be added to the end of the turn list, I would greatly appreciate it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 19, 2011, 01:00:21 am**

Deathgate's healthcare is arguably more dangerous the the entire goblin army. At the very least, we've lost more dwarves to The Mad Fool than the horde.

Also,

I thought I had turned Deathgate into a meat grinder. By Armok, it got WAY more bloody.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 19, 2011, 01:10:33 am**

Quote from: AnimaRytak on October 19, 2011, 01:00:21 am

Deathgate's healthcare is arguably more dangerous the the entire goblin army. At the very least, we've lost more dwarves to The Mad Fool than the horde.

Also,

I thought I had turned Deathgate into a meat grinder. By Armok, it got WAY more bloody.

This is Dwarf Fortress - saying or thinking you've done something absolutely horrifying or terrible just sets the bar for the rest of us to try something far worse.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 19, 2011, 01:24:31 pm**

shitshitshitshitshit howishotweb

That said, let's roll ladies and gentlemen!

Getting started right now.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 19, 2011, 02:20:02 pm**

# Deathgate, year one of Ovg's Glorious Rule

My glorious self, former surgeon, now glorious warrior and leader of dwarfs!

From: "One Dwarf, One Mission: The memories of Ovg the Supreme. Champion and Most Benevolent Leader of Deathgate"

It is year one of my glorious rule good reader and I am already fully confident that I will manage to bring this bastion to glory it deserves! And, good Nimrek, is this place a mess. There are clothes, armor, weapons and bones everywhere, lot's of tombs, dormitories spread through the whole fortress and most of all the underworld, oh Nimrek the underworld. It isn't enough that it's filled with horrible, bone-chilling screams, no, we had to set up a dump of it's unholy denizens carcasses just right next to our little fortress down there! Also that's where poor Minkot's skeleton lies unburied, quite a spirit dampening sight, especial since soldiers will have to step over him, if they ever need to defend us.

But before I solve any of our most pressing problems a step of great importance has to be taken. Namely I have to get myself quarters worthy of housing someone as glorious as myself! Therefore I order modest quarters dug out right next to our workshops and forges, so that every dwraf can look and know well, that hard work can get you far (Just look at me! Hard working surgeon before, glorious leader now!) .

Of course my chambers would not be complete without proper furnishing, and to that end, I've left a note in manager's office to get some ~~dirty peons~~ good craftsmen to create a thing or two for me. Surely you would agree that these bare necessities shall not be a problem to create in such a glorious fortress as ours?

And now for my first action good reader, what shall it be you wonder? Why of course we shall start construction of our underworld city! It may be a small step, but we do have to be wary of angering the locals. One thing remains certain however: IT WILL BE GLORIOUS

-----

And that concludes my first update.  
Problems:  
-Manager cancels manage work orders: no office, even though he has his royal throne room and a chair in one of the dining halls.  
Canceled all his other jobs.

Other thoughts:  
-No notes, oh god where is everything  
-It's big it's big it's big it's big  
-Sweet Jesus I can handle it, you can handle it ovg, you can handle it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 19, 2011, 04:33:29 pm**

hey can we get a list of all named dorfs still alive?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 19, 2011, 06:20:18 pm**

On that note, I should probably ask for a redorf on myself, since I've been gone for some turns.

For lulz, I shall be the first AnimaRytak, brought back from the dead.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 19, 2011, 08:59:31 pm**

Quote from: tryrar on October 19, 2011, 04:33:29 pm

hey can we get a list of all named dorfs still alive?

Seconded.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 20, 2011, 12:01:03 am**

I foresee the nobles getting traumatized over your room and going berserk and killing everyone.

Reconsider your room size and furnishings?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 20, 2011, 12:30:33 am**

I'm going to make a small bedroom, and a small throne room + small dining room. The rest will be "public" space, so that should alleviate some tantrum throwing. I'm not going to kill you all guys, at least intentionally ;D

@AnimaRytak  
Any special type you would like to posses or just a random urist?

Here's a list of those touched by higher powers:

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **October 20, 2011, 08:01:35 am**

I'm captain of the guard? Sweet! It gives me permission to shed more blood. Just like I tell all the goblins when I fight. You can never bleed enough. Drain all the blood!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **jocgame** on **October 20, 2011, 04:45:11 pm**

i love that last name! can i have the description?



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 20, 2011, 06:46:53 pm**

It appears that my dwarf has an infection. Is there a way to reinjure him/her so s/he doesnt die of infection? Suggestions?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **EmeraldWind** on **October 20, 2011, 09:36:13 pm**

Quote from: Eoganachta on October 20, 2011, 06:46:53 pm  
It appears that my dwarf has an infection. Is there a way to reinjure him/her so s/he doesnt die of infection? Suggestions?

Ignore it. Once a dwarf is "healed", a dwarf with a single infection seems to live as long as any other dwarf... let's just say I have a ton of dwarves with infections but I never seen a dwarf just die of an infection yet. Re-injuring the dwarf just opens up the chance for more infections which may increase the chances for death from infection.

Unless you are talking about a FB syndrome in which case... good luck.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **October 20, 2011, 10:06:43 pm**

Proud to be the resident jobless vagrant.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 21, 2011, 12:31:46 am**

I like that I'm the only one in charge of the shiny things. Yessss, wee need more precious, yes we do....

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 21, 2011, 01:12:59 am**

If there's a weaponsmith or armorsmith open, i'll take one. Otherwise something filled with paperwork.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dariush** on **October 21, 2011, 02:37:49 am**

I'm still alive? Holy shit. :o

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Frying Doby** on **October 21, 2011, 04:55:13 am**

Nice. My dwarf is still alive and cooking/butchering/brewing ....things. 8)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 21, 2011, 02:52:34 pm**

## Deathgate, 3rd Slate 768

The masonry works in our hell-filled basement are going ahead nicely, since only a blob of water with wings has been spotted flying far away from our workers by one of our guards. And now, behold, THE FIRST PART OF MY GLORIOUS PROJECT!

I have given out orders to get level two up and running. To that end, we're going to build a roof over the walled area.

There has also been some reports of ghostly activity, something we don't really need right now. Damn ghosts bringing our ~~peer~~'s worker's morale down! But Deathgate shall not be worried! I am a world-renowned ghost buster, and I know just what to do. I've given out orders to both create and engrave memorial slabs. That should put our dead to rest (and get them of our ass for a moment, thank Nimrek, for we've got enough going on right now).

And to close today's entry, I've got another example of how exactly closeness to the underworld may and do affect dwarven minds. One of our best and brightest armorsmiths has just taken to calling himself "AnimaRytak II", since apparently he is related to our founder through his grandmother's uncle's brother's sister. Or that's what he says.

-----  
Sorry for the delay and shitty image formating.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **October 21, 2011, 03:30:55 pm**

Clowns can fly over those glowing pits. You're going to need to wall in the northern part of your addition.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **October 21, 2011, 05:34:38 pm**

Hmm... I see Irony has fallen.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **October 22, 2011, 01:51:00 am**

As an aside, you could also floor over the pits and then surround the area with walls. More space that way.

E: Even better, build a staircase descending into the very underbelly of Hell as low as the lowest level you can reach, \*then\* floor it off.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 22, 2011, 02:38:35 am**

Quote from: scaliper on October 22, 2011, 01:51:00 am  
As an aside, you could also floor over the pits and then surround the area with walls. More space that way.  
E: Even better, build a staircase descending into the very underbelly of Hell as low as the lowest level you can reach, \*then\* floor it off.

Someone's been reading my own fortress thread about Hell.

In all (relative) seriousness though, are those adamantine walls you've built? Or did you spill troll blood on them or something?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 22, 2011, 02:54:22 pm**

It's fool's adamantine, aka Microcline :D. Decided not to waste precious resources for a trivial task like this.  
Also I am already getting round to walling off the pits for time being. Next overseer might want to go ahead and floor (or wall) over them :P.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dveduu** on **October 22, 2011, 04:44:48 pm**

How do you make a sword out of a fire demon? Is there any way to hold this sword? Insulated gloves perhaps.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Umune** on **October 22, 2011, 09:41:47 pm**

I don't think I'll be able to complete my turn this time of year...probably later.  
But I would like to be redorfed.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **October 23, 2011, 05:54:11 am**

Quote from: Dveduu on October 22, 2011, 04:44:48 pm  
How do you make a sword out of a fire demon? Is there any way to hold this sword? Insulated gloves perhaps.  
I think this is a question better left unanswered.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Ovg** on **October 23, 2011, 06:28:34 am**

Shit guys. Seems like I won't be able to finish my turn due to real life issues :-[.  
Sorry 'bout that :'. Save file uploaded to wimbli : <http://dff.d.wimbli.com/file.php?id=5096>

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 23, 2011, 03:47:09 pm**

Since Umune has decided to pass, Flaede is up next.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 24, 2011, 01:40:22 am**

Quote from: wlerin on October 23, 2011, 05:54:11 am  
Quote from: Dveduu on October 22, 2011, 04:44:48 pm  
How do you make a sword out of a fire demon? Is there any way to hold this sword? Insulated gloves perhaps.  
I think this is a question better left unanswered.

I downloaded the save to try this. Dwarf on fire within a real world second. Dead due to bleeding in a few more. That sword is suicide.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 24, 2011, 01:48:21 am**

Quote from: Eoganachta on October 24, 2011, 01:40:22 am  
Quote from: wlerin on October 23, 2011, 05:54:11 am  
Quote from: Dveduu on October 22, 2011, 04:44:48 pm  
How do you make a sword out of a fire demon? Is there any way to hold this sword? Insulated gloves perhaps.  
I think this is a question better left unanswered.  
I downloaded the save to try this. Dwarf on fire within a real world second. Dead due to bleeding in a few more. That sword is suicide.

Are you sure the dwarf grabbed the right end? We all know they're not that bright as recruits...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **EmeraldWind** on **October 24, 2011, 09:18:12 am**

Quote from: ThatAussieGuy on October 24, 2011, 01:48:21 am  
Quote from: Eoganachta on October 24, 2011, 01:40:22 am  
Quote from: wlerin on October 23, 2011, 05:54:11 am  
Quote from: Dveduu on October 22, 2011, 04:44:48 pm  
How do you make a sword out of a fire demon? Is there any way to hold this sword? Insulated gloves perhaps.  
I think this is a question better left unanswered.  
I downloaded the save to try this. Dwarf on fire within a real world second. Dead due to bleeding in a few more. That sword is suicide.  
Are you sure the dwarf grabbed the right end? We all know they're not that bright as recruits...

I'm still curious as to how it was made. It isn't an artifact by the look of it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 24, 2011, 10:21:50 am**

I made my lab dwarfs make it up last minute to meet the quota.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 24, 2011, 01:51:14 pm**

I thought the Red Monster sword was a myth.

Jesus it's real.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **October 24, 2011, 10:32:55 pm**

Quote from: dermonster on October 24, 2011, 10:21:50 am  
I made my lab dwarfs make it up last minute to meet the quota.

So you modded it in?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 24, 2011, 10:38:19 pm**

I have no idea what the lab boys do, nor do I care as long as I get results!

Deathgate: Turning eldritch abominations into swords into searing hot dwarficide!

Derm Uristson, Mayor, we're done here.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 24, 2011, 10:51:53 pm**

Now that the thread has some +200? posts around, it might be a bit difficult for newcomers to understand at a glance the overall history of Deathgate. (I've been away from the forums for a few weeks and now I find myself slightly lost with all the new updates)  
I'm feeling a bit lazy right now, but I'm thinking of making a simple timeline of all of the events that have happened from the first years of Deathgate to where it is now.  
I'm going to have to re-read everything though, so if someone could make a quick list of things that have happened within the past few turns, I'd be happy.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 24, 2011, 10:53:13 pm**

# A Brief History of Deathgate

## Age of Uncertainty

### Year 1

#### AnimaRytak

- ~ Founder of Deathgate
- Built the nice 3 unit wide entrance
- Set up basic fort agriculture

### Year 2

#### noodle0117

- ~ Builder of the BATTEREY
- Set up basic smelting industries

### Year 3

#### wlerin

- ~ Discovered Deathgate's first batch of Adamantium (with kittens too)
  - Met first goblin raid
  - Perpetualized BATTEREY
  - Set up hospitals

### Year 4

#### Blade Master Model 42

- ~ Dug up first pieces of Adamantium
- Heavy duty booby trapped entranceways
- Set up vast majority of bedrooms

### Year 5

#### Nevyn

- ~ Mass reorganization and prioritization of pretty much everything
  - Accidentally <sup>broke</sup> the BATTEREY

### Year 6

#### Narqulie

- ~ Built the prequel room to the icicle of doom (aka the first room where the demons are to be held off)
- Outfitted our armories with a sizable amount of adamantine weapons
  - Decorated and made everything look nicer
  - Built "the Yellow Brick Road"
- Saw use of the heavily booby trapped entrance way made by Blade Master Model 42

### Year 7

#### Tryrar

- ~ Built the Magma Hallways
- Completed the archery towers
- Cleaned up fort very nicely

### Year 8

#### Dariush

- ~ Built The Crusher, The Skybridge, and The Cube
- Encountered goblin siege and had the entrance take a bath in blood
- Made Misholibad, "Beachpraised", an artifact adamantine battle axe

### Year 9



- AnimaRytak** (2nd turn)
- ~ Received a vision from Armok
- General cleaning up of fort
- Built a flooded throne room

**Year 10**  
**noodle0117** (2nd turn)

- ~ Hell was opened
- Hell was nuked
- Hell was impaled
- Hell was attacked
- Hell was obsidianized
- Hell was subdued

## Age of Conquest

**Year 11**  
**Blade Master Model 42** (2nd turn)

- ~ Built the demon lock system and the Hell bunker
- Made a foothold in hell
- Cleaned up surviving demons

**Year 12**  
**Ignatzami**

- ~ Began work on the hell bunker
- Saw 6 Forgotten Beasts

**Year 13**  
**Narqulie** (2nd turn)

- ~ Mass *migration* of the fort to pre-hell level
  - Arranged pre-hell lodgings in a tasteful and symmetrical manner
  - Smoothed everything over
  - Made an awesome adventurer style view of the fort
- note: pre-hell level is the area just a few z-levels above actual hell  
it is the hell bunker that's actually in hell*

**Year 14**  
**AnimaRytak** (3rd turn)

- ~ The Great Purge and the Monument to Armok
- Straight off massacred 28 pages of animals
- Accumulated over 100 pages of gore on a single tile
- Solved plenty of fps problems
- Found Pain Deer
- Final finishing touches on pre-hell fort

**Year 15**  
**Scaliper**

- ~ First guy ever to build a farm in Hell
- Optimized military
- Further expanded hell bunker

**Year 16**  
**SethCreiyd**

- ~ Epic must read dwarven storytelling
- Epic Goblin raid introduction
- Mass death and insanity of the populace

**Year 17**  
**Ovg**

- A very "modest" set of quarters dug for himself
- Nice bit of masonry in the hell bunker

**Year 18**  
**Alex the Destroyer**

edit: I should draw some pictures for these and turn the entire timeline into an image, once I have time.  
This might go nicely into the front page as a spoiler for easier access for everyone.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **October 24, 2011, 10:53:31 pm**

Well I became Mayor and turned into Dwarven Cave Johnson. Then I killed Sethcreyd with a flaming demon sword of eternal agony.

Forts kinda blur into each other after a while.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 25, 2011, 02:27:55 am**

Flaede has until 5 PM Eastern Standard Time today before his/her turn will be skipped. Then it will be Micelus' turn.

Also, awesome timeline.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 25, 2011, 02:43:49 am**

I still need to sit down and read DeathGate in it's entirety, I'm sorry to admit. Might start on it later today to watch the madness unfold.

Oh, and if you haven't seen it yet Noodle; As a fellow hell-breacher I thought you'd like to know that I broke Hell with a Stupid Dwarf Trick and masonry. Lots of masonry.

Oh and for Cavern McUristson (aka Dwarven Cave Johnson)

'alright, I've been thinking;

When life gives you demons, don't make demon food.

MAKE HELL TAKE THE DEMONS BACK!

GET MAD!

OUR FORT DOESN'T WANT YOUR DAMN DEMONS!

WHAT ARE WE SUPPOSED TO DO WITH THEM?!

DEMAND TO SEE HELL'S MANAGER!

MAKE HELL RUE THE DAY IT THOUGHT IT COULD GIVE DEATHGATE DEMONS!

DO YOU KNOW WHO I AM?

I'M THE OVERSEER THAT'S GONNA BURN YOUR HELL DOWN!

WITH THE DEMONS!

I'M GONNA GET MY CRAFTDWARVES TO INVENT A FLAMING DEMON SWORD THAT BURNS YOUR HELL DOWN!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 25, 2011, 07:42:45 am**

um... is that poetry?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **October 25, 2011, 01:21:14 pm**

No <http://www.youtube.com/watch?v=9DK0CDDPX9I&feature=related>

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 25, 2011, 03:05:43 pm**

That's some kickass poetry.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **micelus** on **October 25, 2011, 10:42:03 pm**

It had to be my turn when I'm incredibly busy...I'll try to do my turn. Although, I'm kinda doing it blind, since I haven't read this since September.

EDIT: I'm really sorry, but I can't do the turn. I took a look at the save, and I have no idea what to do. That, and I'm busy. Sorry.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 27, 2011, 12:36:30 am**

I'll be doing bi-daily or tri-daily updates. Incidentally due to turns skipped and poor planning for such incidents I have Deathgate and Skyscrapes on my plate. And I'll be honest, I've read all of the updates but a lot of it was a fair while ago so I will probably forget a few things about it. Makes for a fun learning experience!

PS. I'm not continuing from Ovg's turn. Seth's is the one I'm using.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 27, 2011, 02:59:28 am**

Guess I should hurry up that timeline...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 27, 2011, 06:45:13 pm**

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

**Year 12 - AnimaRytak** (3rd turn)  
~ The Great Purge and the Monument to Armok  
- Straight off massacred 28 pages of animals  
- Accumulated over 100 pages of gore on a single tile  
- Solved plenty of fps problems  
- Found Pain Deer

I couldn't have said it better myself, Although you might add "Finished Hell's Breach" or something of the like to that turn, since it kept us safe from Hell.

And i love the new format.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 27, 2011, 08:46:10 pm**

I'm also feeling like I could take another turn if suitable.  
I just feel like there's something left in this fort that I have to get done.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 28, 2011, 12:35:39 am**

I really do not have the free time for **two** large succession fortresses. Plus my end of year exams are in three weeks.

Re-add me to the overseer list, but after Velard.

Sorry guys.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Edmus** on **October 28, 2011, 02:06:52 am**

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

# A Brief History of Deathgate

Year 5

Nevyn

~ Mass reorganization and prioritization of pretty much everything  
- Accidentally the BATTEREY

Error here, you left out broke in broke the broke the BATTERY, love the new format.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **October 28, 2011, 04:34:59 pm**

Quote from: Edmus on October 28, 2011, 02:06:52 am

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

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Somebody accidentally the whole meme.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **October 28, 2011, 05:42:31 pm**

Quote from: KenboCalrissian on October 28, 2011, 04:34:59 pm

Quote from: Edmus on October 28, 2011, 02:06:52 am

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

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I think you accidentally a word there.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Edmus** on **October 28, 2011, 06:05:35 pm**

Quote from: wlerin on October 28, 2011, 05:42:31 pm

Quote from: KenboCalrissian on October 28, 2011, 04:34:59 pm

Quote from: Edmus on October 28, 2011, 02:06:52 am

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

# A Brief History of Deathgate

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- Accidentally the BATTEREY

Error here, you left out broke in broke the broke the BATTERY, love the new format.

Whoops...

Somebody accidentally the whole meme.

I think you accidentally a word there.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **October 28, 2011, 08:49:07 pm**

Concerning the brief history of Deathgate...

I got a *feva*! And the only prescription - is MOAR GAUDY!!!

Seriously though, I like the text effects. There should be more :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 28, 2011, 10:27:40 pm**

Man we are not having luck with turns lately. We'll have to recruit some new ones soon.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 29, 2011, 12:30:41 am**



I would put in for another turn....except I'm actually not sure what else we could possibly do now that we've conquered the clowns(Literally! We have a colony down there!). Maybe time to call this one done?

Oh, an Idea! If we ARE gonna call this done, let's do this all over again! A deathgate 2, if you will

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **yourfears** on **October 29, 2011, 02:05:02 am**

he has a point. u have even intentionally been trying to start war with the humans since the beginning and they refuse to come die in force. clearly out of fear from their master who would know of his brethren s demise

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **October 29, 2011, 02:39:59 am**

Quote from: AnimaRytak on October 28, 2011, 10:27:40 pm  
Man we are not having luck with turns lately. We'll have to recruit some new ones soon.

Sorry 'bout that, I'll re-sign up when my schedule clears up a bit.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 29, 2011, 10:02:11 am**

Quote from: Edmus on October 28, 2011, 06:05:35 pm

Quote from: wlerin on October 28, 2011, 05:42:31 pm

Quote from: KenboCalrissian on October 28, 2011, 04:34:59 pm

Quote from: Edmus on October 28, 2011, 02:06:52 am

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm

# A Brief History of Deathgate

**Year 5**  
**Nevyn**  
~ Mass reorganization and prioritization of pretty much everything  
- Accidentally the BATTERY

Error here, you left out broke in broke the broke the BATTERY, love the new format.

Whoops...

Somebody accidentally the whole meme.

I think you accidentally a word there.

Oh Armok what have I done.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Zombi** on **October 29, 2011, 02:54:24 pm**

I can sign up for one ;D  
Current version ASCII right?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Chezmonkey** on **October 29, 2011, 06:30:01 pm**

Well, I'd offer to take a turn but I don't know just yet. Let you all know if I will! Awesome Game it seems. Interestingly, I would have thought that hell couldn't be colonized. Shows me!

You still dworfin?  
Dwarf Name: George Sanchez  
Dwarf Title: Professional Immigrant  
Job: Anything Menial

George Sanchez is litterally a professional immigrant. He has traveled from fortress to fortress to fortress, until everyone else dies. He just manages to leave right beforehand... but will Sanchez be as lucky this time? WHO KNOWS!

EDIT: MY GOD MY EYES!  
This fortress is to epic for me to handle. Seriously, I couldn't even BEGIN to figure out all of this stuff. Not to mention the broken stuff... (Obsidianizer comes to mind... It's covered in lava!)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **October 29, 2011, 06:42:36 pm**

Yeah, looks like I can't help ya any time soon. I'll get back on this list at a later date. Sorry, Deathgate!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 29, 2011, 11:04:42 pm**

I wonder what would happen if you tried to pick up that flaming demon sword in adventure mode, if you have good enough gloves on that is.

I moreso wonder what would happen if you actually tried attacking something with that sword before you burn away.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **October 30, 2011, 12:02:53 am**

Alex the Destroyer's turn is now, he has until November 1st, at 1 AM to acknowledge his turn. He may use Ovg's turn and finish both her turn in addition to his own or pick up from Seth's turn.

Normally I'd PM this, but after a bottle of rum and a bottle of sake, this dwarf is FAR to lazy to use member search.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **October 30, 2011, 08:08:44 pm**

Awesome! My turn's here!

I'm writing a short tale to introduce the discovery my overseers journal (I'll try not to make it too too long but it may be if I enjoy writing it enough). I'll try to get that and part of my update posted by later tonight.

**(Edit: Alright here's the "short" tale introducing the discovery of the history of the reign of my overseer. I very much enjoyed writing it but if you would rather have it shorter I'm sure I could take out some parts. I hope you enjoy! 8))**

(I had to make a small edit because I just realized my dwarf is a girl. Oh, well. I'm not a girl but I'll try to make it fit. I also changed my dwarf's name to Alexis the Bloody and removed the occupation of plague surgeon, she's now just a surgeon)

Dark, and horrifying, endless amounts of tunnels leading to endless more tunnels, snaking and making their way through the volcano. Deathgate certainly fit itâ€™s descriptions in the history textbooks, a cursed fortress built by dwarves driven mad by their war against Hell. Taking a rest from your exploration of the ruined fortress you ponder over your situation. It was only a month ago that you first discovered the location of the cursed fortress of Deathgate, the birthplace of various madness causing plagues. It took years of searching through old dusty tomes, cross-referencing vague references of fire and demons, but it will all be worth it once itâ€™s over. Deathgate was the last known location of the legendary spear of Karakzon, Umidirtir Minkot Ibesh, an artifact adamantium spear bathed in the blood of demons. As a descendent in the family of the Tyrar, it belongs to you, it is your birthright to get a chance wet the adamantium weapon in the blood of demons and free the land from the terror of the Demon Lords, an enemy that has cursed your family since Deathgate first fell to madness and terror hundreds of years ago.

Youâ€™ve made it through mountains and valleys, across terrifying landscapes, deeper and deeper into the territory of the Demon Lords until you finally reached the ruins of the ancient fortress; a volcano littered with bones of dwarf and demon a like, topped with a temple to Armok. You had found the original entrances to the fortress littered with traps, however providence had blessed you and you found another entrance. It was an old magma tunnel once used against invaders. You had gotten lucky, there were no traps in the tunnel, and a section of Gold wall that once sealed off the tunnel had collapsed, allowing entrance into the belly of the fortress.

You had made it through a large system of dark and twisting tunnels constructed by Deathgateâ€™s ever maddening Overseers. It was then that you had your first close encounter with a forgotten beast, a demon with multiple twisted heads that had made its home in a large room that housed an ancient construct known as the BATTERY. It was a close call but a close call was all it was, it was feasting on goblin remains which allowed you move past it deeper into the fortress. It was then that you reached the Grand Stair Case, a set of stairs, that descended deep into the belly of the fortress, the likely location of Umidirtir Minkot Ibesh.

You coughed out loud bringing your focus back to the present; the air that festered in the fortress was thick with the smell of brimstone and old bones and taking a rest from your quest had only allowed the air to infect your blood at a greater rate and your head now felt cloudier than it was before. This fortress wouldâ€™ve made an end of any lesser dwarf but royal blood flowed through your veins and you knew your destiny. You dug through the contents of your sack, looking for a potion to clear your mind. â€œCurses!â€ you mumbled to yourself. The potion had fallen through a hole in your sack at the entrance of the fortress. You picked up your gear and continued deeper and deeper into the fortress, letting your dwarven eyes adjust to the darkness, resolving to find the location of the fortress hospital and then the spear.

After hours of searching you realized that the crossing the fortress by foot would take days. Luckily though you had found the ruins of what was once a great hospital and inside the office of the Chief Medical Dwarf you found a small stockpile of potions and a large book that may prove useful for your search. Written on the inside cover of the book was the words â€œ**ALEXANDRA AVUZISUL, known as Alexis the Bloody, fortress surgeon and OVERSEER of the great dwarven fortress RASHINOD OKBODGESHUD in the kingdom of USHAT US-N.**â€ Concluding that the room was much safer and the air much clearer than the rest of the fortress, you decided to sit down and read through, hoping for a clue as to the location of the spear.

**Title: Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
**Post by: NRDL on October 30, 2011, 11:36:17 pm**

I like the style. It's like a "Choose your own adventure" type of thing.

Can I please have an update on my dorf?

**Title: Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
**Post by: Alex the Destroyer on October 31, 2011, 01:11:04 am**

Quote from: NRDL on October 30, 2011, 11:36:17 pm  
Can I please have an update on my dorf?

I found the skeleton of a "Baelor Dogikuzol" in a diorite burial container. Funny enough, it's still covered in the blood of another dwarf by the name of Fath Wadoil and the forgotten beast extract of a beast named Irafe. The coffin is placed where the demons were first defeated, right past the obsidianizer.

The scribes have also found mention of a death of a "Lord Baelor" Timber 11th during the reign of Creiyd. It was said that Baelor was "slain by a slaving lizard beast in the depths of the fortress." The death however was avenged as the excerpt continues that "A novice miner stumbled on the beast as it lay upon the corpse of its victim, and managed to slay the brute before succumbing to his own injuries."

Apart from those two notes there was found no Baelor mentioned among either the living or the living at Deathgate.

**Title: Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
**Post by: Alex the Destroyer on October 31, 2011, 03:17:05 am**

ALEXANDRA AVUZISUL, known as Alexis the Bloody, fortress surgeon and OVERSEER of the great dwarven fortress RASHINOD OKBODGESHUD in the kingdom of USHAT US-N.

In the year **768** in the month of **Slate** by the power given to me by Moldath and the Kingdom of Ushat Us-n I have ascended to the position of overseer over Rashinod Okbodgeshud. My ascension to overseer has been a necessary burden to bear as the last person to occupy my post (a fellow surgeon at that) was driven mad. I have yet to inquire what drove her to insanity but now she seems to spend her time idling about, mumbling to herself, and spending time with her pet peahen. The fool stills insists on being called â€œOvg the Supremeâ€ and a â€œsurgeonâ€ despite being only a novice surgeon and lacking in any qualities Iâ€™d consider â€œSupremeâ€. Iâ€™ve assigned her to participate in drills in the Dabbling Shields to keep her busy. Perhaps some military discipline will restore her sanity.

Iâ€™ve had my advisors give me a thorough status of our outpost in Hell and go through a full status of the lower fort above the magma seas. I wouldâ€™ve asked them to give me a status of the upper levels of the fort and of the surface but by Moldath! The constructions up there seem to be as mad as my predecessors who constructed them! Perhaps Iâ€™ll order the upper levels emptied and the volcano opened to flood the area with magma to leave just the magma sea fort and the Hell fort. Just thinking of all those constructions makes my head hurt.

By the gods! My predecessors have somehow managed to make hell even more hellish! The Hell fort is surrounded by corpses of dwarves, demons, and trails, long trails, of dwarven blood. All results of Hellish combat against the demons. The battle looks to have been a glorious one but by Moldath I hope our military is in shape to fight off any future demons.



The former overseers of this place seem to have been as mad as their reputation holds them to be. My advisors gave me a status of our weapons and military and it was pretty pathetic. I donâ€™t believe our military has more than 1 or 2 individuals decently skilled or properly equipped for warfare. Recent military reforms have replaced the old system metal clad warriors with adamantium weapons with new dwarven units unfit to be called soldiers clothed in fancy cloaks and silk clothing. I ordered our 8 military squads to revert to the old way of doing things.

I closed off the adamantium gate in the Hell fort, and cancelled the construction of the roof, to focus on reorganizing and optimizing Deathgate. The lazy Hell forters werenâ€™t getting any of the constructions done so due to the danger itâ€™s best to keep the gate closed until the workers are free enough to get some work done. Two workers have insisted on staying outside despite the danger. Iâ€™ve closed the gate on them to teach them a lesson on obeying orders, hopefully the lack of food and water in Hell, will cause them to listen when I reopen the gate.

Iâ€™ve also begun some new constructions. Hopefully weâ€™ll have a modern hospital down in the magma sea fort and some plumbing by the end of the year. Iâ€™ve ordered an existing water pipe dug into and expanded to bring running water to the magma fort, if work is done quickly I can start plans on extending the pipe to the Hell fort.

While working with the architects I saw a member of our military, a pathetic dwarf, named Tundra, a member of our military and a "Hell Attacker" a seemingly ill-fitting but actually well deserved name as my assistant informed since Tundra was a veteran of the first battle against the demons. Perhaps someone will give him a noble death on the battlefield.

His right foot is gone. His arm bears a massive straight. His right lower leg bears a ve straight scar. His hair is

(Also! If anyone (as long as it's not too many) wants an update of their dwarf, I can try to find a way to include them in my next update.)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **October 31, 2011, 03:53:18 am**

don't really need an update or anything, but I'd just like to know if my dwarf still exists or not.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **October 31, 2011, 04:08:49 am**

Darn. Baelor didn't even get to die fighting the demons.

Anyway, please redorf me as Baelor the second, the first Baelor's child. Gender, could be anything, but I would very much like my dorf to be given a sword, a nice adamantine sword, trained VERY well, and put on the front lines, if possible. Please and thank you.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Edmus** on **October 31, 2011, 04:57:07 am**

How dead am I?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 31, 2011, 05:04:53 am**

Is the Noticer of Things (aka; That Aussie Dwarf) still alive and roaming the fortress?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **October 31, 2011, 05:20:47 am**

heh, the adventurer who found the fort is my dorf's descendant, me like! On that note, my dorf IS still alive and kicking, right?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **October 31, 2011, 09:45:06 pm**

Quote from: noodle0117 on October 31, 2011, 03:53:18 am  
don't really need an update or anything, but I'd just like to know if my dwarf still exists or not.

Noodle III exists... as a partial skeleton covered in dwarf and goblin blood. Is that your most recent Noodle? I haven't found any references to any other Noodles.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **November 01, 2011, 10:34:56 am**



Yeah, I'm pretty sure that's my guy...  
I don't really know how or why i die all the time even though I'm supposed to have one of the "safer" jobs.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 02, 2011, 01:34:48 am**

Quote from: noodle0117 on November 01, 2011, 10:34:56 am  
Yeah, I'm pretty sure that's my guy...  
I don't really know how or why i die all the time even though I'm supposed to have one of the "safer" jobs.

Just for fun I looked up to see if any of the Noodles have any surviving descendants so I can redorf as you so I can try to find a way to put you in some sort of death-proof room when I get back to the fort tomorrow.

Unfortunately though, the only one Noodle ever had a family and everyone already died out in the family years ago. One of the Noodles also had a close friend, a son of Karakazon II but yep, he's dead too.

So pretty much I think the line of Noodles is cursed.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **November 02, 2011, 09:20:10 am**

lol.  
  
I guess my line has died out too eh?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 02, 2011, 04:05:53 pm**

Quote from: Karakzon on November 02, 2011, 09:20:10 am  
lol.  
I guess my line has died out too eh?

Nope, you are survived by two daughters. One's a peasant and the other is in the military. I just didn't mention it because it was besides the point that Noodle's cursed.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **November 02, 2011, 04:16:13 pm**

oh, lucky me.  
keep your mits off my daughters noodle xP

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **November 02, 2011, 06:36:11 pm**

Quote from: noodle0117 on October 24, 2011, 10:53:13 pm  
This might go nicely into the front page as a spoiler for easier access for everyone.

Spoiler tag would probably mess with the look of the timeline. I did put a perma-link to it under fan contributions though.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 02, 2011, 09:30:14 pm**

### 3rd Hematite

The construction of the two new wells in the Magma fort dormitories have taken much longer than expected. One of the miners accidentally dug into the magma seas and fell straight into that great ocean. Ever since the incident it has taken me day and night to convince the miners that it's still safe to dig out the water pipes. Iâ€™ve ordered the dedication of a stone slab to the fallen miner at the well he perished at but no one in the fort seems to remember his name. At least no one will miss him.

On another note the two workers have starved to death in hell. Their bodies started rotting last month in a huge plloom of miasma. Perhaps their corpses will attract more demonsâ€™! Weâ€™ll wait for recovery for the purpose of science.



Note to self: dwarven bodies are completely incinerated when submerged in magma. Future uses?

### 10 Hematite

A forgotten beast has appeared. I have ordered his capture for research purposes.  
Unfortunately Conan II, the work order manager, has told me that this is impossible. At least the beast is isolated away from the fort in caverns.



The resident "Noticer of Things" ,Sekra tells me, has apparently complained of the smell of miasma in the fort. The smell must be from the bodies in Hell.

### 12 Hematite

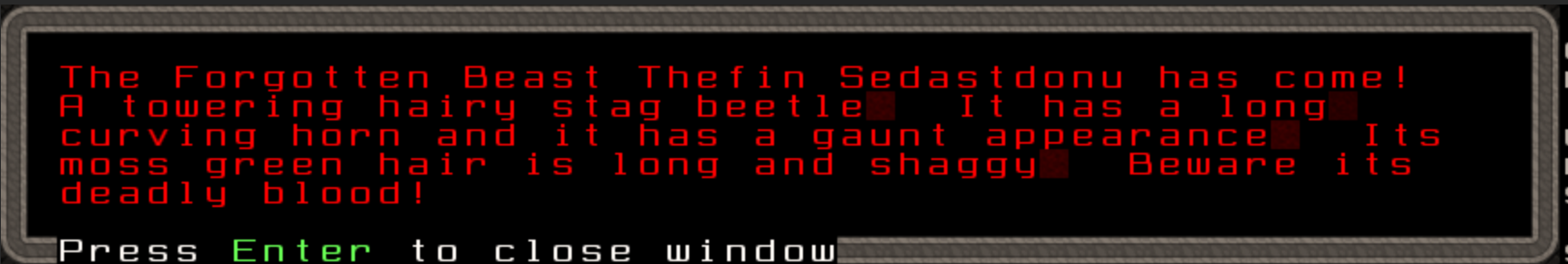
My assistant has bothered me about some fool who has made a pair of earrings. Damn! These wells will never finished if I keep on getting interrupted at this rate.



Note to self: incinerate fool and earrings after future dwarven incinerator is constructed.

### 13 Hematite

Another forgotten beast has appeared, this time in hell, obviously attracted by the miasma of the two dead workers. We need to come up with a use for these beasts. Perhaps a zoo?



### 20 Hematite:

A strand extractor has been reported missing in the lower tunnels connecting to one of the cavern layers. Probably eaten by cave crocodiles. Future food source? On another note the damned wells are about half finished. Iâ€™ve been spending so much time directing the miners to dig through the warm rock above the magma seas that I havenâ€™t had time for much else.

### 21 Hematite

The whole fortress has gone into an uproar. Osod, the forgotten beast has found a way into the fortress and is chasing dwarves up and down the grand staircase! Iâ€™ve ordered the military to the area but thereâ€™s such chaos that no one can seem to pinpoint where he is at any time.

### 22 Hematite:

The military returned earlier this morning reporting that by the time they arrived that the forgotten beast was already gone. Iâ€™ve gone through the reports over and about 4 dwarves claim to have encountered him and fought him (Al, Likot, Athel, and the Mad Fool) but no one admits to slaying the beast. It isnâ€™t just that no one claims to have slayed him but no one seems to be able to tell me where his corpse is. Either a forgotten beast has disappeared into thin air IN THE MIDDLE OF THE FORTRESS or every one of those dwarves are lying to me! Moldath damn them! If this is one of the Mad Foolâ€™s tricks Iâ€™ll have him dumped into the magma seas! I can only imagine the twisted experiments that quack is doing on the beast.

Note to self: order Mad Fool to construct incinerator and then promptly incinerate self. Damn that fool!

### 23 Hematite:

Moldath damn it! Weâ€™re out of buckets! A hole has been opened straight into the magma seas pouring magma into the well pipes and no one can find any buckets to cool the magma down. Sekra tells me we have 43 buckets in the fort and apparently not a single dwarf has thought of using one of them. This has been a miserable month!

Note to self: tons of corpses and skulls but no buckets? Is there a way to solve both problems at once? Contract Conan II to get it done or his burning corpse in the magma seas.

### 26 Hematite:

The military has repeatedly complained of long patrol duty. A dwarf, apparently named Edmus, has personally complained to me. This shouldn't be a problem since nearly a quarter of our fortress is in the military. I have ordered their rations doubled until I get around to fixing the problem.

Check the hospital.  
Chances are all the buckets are there with stagnant water in them.  
This happens whenever your dwarves give water to injured dwarves.  
It's a bug which makes buckets unusable, but you can get around it by designating the buckets to be hauled to a trade depot.  
Once you've hauled the buckets, un-designate them and then you can use the buckets once again.

edit: read my own post and felt that it doesn't sound very clear.

Usually, when your dwarves give water to injured dwarves in the hospital, the injured dwarf doesn't always drink all of the water, which means that there is usually some extra useless "stagnant" water left over.  
Dwarves unfortunately are not quite intelligent enough to automatically dump out the extra water which means that buckets with stagnant water or anything that isn't either milk or ordinary water inside them will be rendered **unusable**.

One way around this is just to make more buckets, but that consumes resources and gets kinda annoying when you have +100 buckets full of useless stagnant water lying around.

The simplest non-hacking way to get the buckets to work again is to:  
1. Wait for a merchant caravan to come.  
2. Select the trade depot and order all your buckets to be sent to the trade depot.  
3. Your dwarves will now dump out the stagnant water in the buckets  
4. Once you have all of the buckets at the trade depot, just deselect them for trade and they'll become usable again.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **mideg** on **November 03, 2011, 09:10:11 am**

It's been a while and since my first dwarf got mad - well, let's say more mad then usual - I'd like to be dorfed again, as mideg II.  
Profession is not important.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 03, 2011, 10:21:12 am**

I see the Noticer of Things is still alive and complaining

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **November 03, 2011, 05:36:21 pm**

@ Aussie,  
  
How good of you to.. notice.. that.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Descan** on **November 04, 2011, 11:25:16 pm**

Nice fort. :3

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Algeroth** on **November 06, 2011, 02:32:07 pm**

How is Al doing after encountering a FB?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Hazael** on **November 06, 2011, 03:02:16 pm**

Can I be dorfed too? I'd like a militaristic dwarf with the name "Tacobell" please! :D  
  
And on the front line.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **November 07, 2011, 05:52:38 pm**

Viva la Deathgagte.  
  
Btw, we need more overseers. Should we run out of overseers with no one else in the list, I will likely start cycling through a personal list of overseers who have done epic stuff for the fort.  
I won't be able to take a turn for a good long while however. I'm doing NaNoWriMo currently and Skyrim comes out this Friday. So my time will be quite consumed for the rest of the month.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **November 07, 2011, 08:19:11 pm**

I know there's an immediate need, I'm neglecting my own fort, and all I know about the current version I've learned by reading Deathgate, but I'm so tempted... I definitely can't now, I'm preparing for job interviews and eventually moving to a new city. Perhaps in a month or two, I'd feel up for the task.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 08, 2011, 01:41:40 am**

Hey sorry for the lack of updates. I've been redoing a bunch on pause and this fortress makes my head spin. I literally discover a new tunnel complex every time I play. I'll get an update up in the next few days.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eidalac** on **November 08, 2011, 09:53:27 am**

Man, I'd jump in... if I had \*any\* free time these days.

On a related note (having skipped about 30 pages of updates): This makes me ponder the feasibility of casting Hell in obsidian.

Or would that be to cheap?



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **November 08, 2011, 10:46:21 am**

Encasing Hell in a layer of obsidian may be a lot harder than it sounds.  
First of all, there's all the plumbing you have to do to get the water down to magma sea level and actually do so safely.  
Second, you'll have to get water, magma, and dwarf transportation staircase to all squeeze through that narrow adamantine pipe without having any one of them interfere with each other.  
Third, you need some way to distribute the water and magma around otherwise the obsidian buildup might just pile up and start clogging your pipes.

And that's not even considering the infinite number of demons floating around to scare your dwarves away from work at any time.

But it would be a very dwarven endeavor to try and do so.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **November 08, 2011, 06:46:13 pm**

Quote from: noodle0117 on November 08, 2011, 10:46:21 am  
Encasing Hell in a layer of obsidian may be a lot harder than it sounds.  
And thats saying a lot, because it sounds quite difficult.  
Quote  
Second, you'll have to get water, magma, and dwarf transportation staircase to all squeeze through that narrow adamantine pipe without having any one of them interfere with each other.

You might be able to use the same spire-pipe for all three, just have three different pipes leading in at the top of the spire, each with its own floodgate.

So you can open up the magma pipe and flood the first z-level of hell with magma. Then shut off the magma pipe and let the spire drain. Then open up the water pipe and cast the first z-level. Then shut off the water pipe and let the spire drain. Then you could unlock the "dwarf pipe" (ie. a hallway to the fort proper) so dwarfs can run around doing whatever you need done in hell. Then you can rinse and repeat!

I'm sure all that is much easier said than done!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 08, 2011, 08:07:35 pm**

Quote from: noodle0117 on November 08, 2011, 10:46:21 am  
Encasing Hell in a layer of obsidian may be a lot harder than it sounds.  
First of all, there's all the plumbing you have to do to get the water down to magma sea level and actually do so safely.  
Second, you'll have to get water, magma, and dwarf transportation staircase to all squeeze through that narrow adamantine pipe without having any one of them interfere with each other.  
Third, you need some way to distribute the water and magma around otherwise the obsidian buildup might just pile up and start clogging your pipes.  
  
And that's not even considering the infinite number of demons floating around to scare your dwarves away from work at any time.  
  
But it would be a very dwarven endeavor to try and do so.

Demons aren't \_quite\_ infinite - a group spawns periodically on the edge of the map, but they stay there if nothing bothers them. You're mostly dealing with the Clown Car-spawned demons, I think.

Casting Hell in Obsidian IS doable, but labor-intensive. You have repeatedly alternate between manually pouring magma and water layer-by-layer for each level. You'd also need to build a wall around the edge of Hell to seal it off and keep the liquids flowing out, but I mean, who'd be crazy enough to wall off Hell?

>.>

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Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eidalac** on **November 09, 2011, 09:48:46 am**

Quote from: ThatAussieGuy on November 08, 2011, 08:07:35 pm  
Casting Hell in Obsidian IS doable, but labor-intensive. You have repeatedly alternate between manually pouring magma and water layer-by-layer for each level. You'd also need to build a wall around the edge of Hell to seal it off and keep the liquids flowing out, but I mean, who'd be crazy enough to wall off Hell?

Eheheheheheheeee... well, I am that crazy... but not quite that impractical. Maybe.

I didn't factor in the off-flow at the map edge though, and I've been away from DF in general for so long I'm not sure how to compensate for that ... for now. But my gears are turning... so I might just do something...

Well, at any rate, I'm going to download the last save and see how this monster runs on my PC. If I can get tolerable performance, I may yet put in for a go myself, but with my scheduled I only get 1 free day a week, so it has to run well enough I can crack out my whole go in one sitting.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 09, 2011, 10:06:37 am**

Quote from: Eidalac on November 09, 2011, 09:48:46 am  
Quote from: ThatAussieGuy on November 08, 2011, 08:07:35 pm  
Casting Hell in Obsidian IS doable, but labor-intensive. You have repeatedly alternate between manually pouring magma and water layer-by-layer for each level. You'd also need to build a wall around the edge of Hell to seal it off and keep the liquids flowing out, but I mean, who'd be crazy enough to wall off Hell?  
  
Eheheheheheheeee... well, I am that crazy... but not quite that impractical. Maybe.

Methinks someone missed the hint... \*cough\*read about the checkerboard in my sig\*cough\*

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **November 09, 2011, 06:01:25 pm**

But a key thing about your checkerboard, awesome as it is, was that is was built *above* hell in a limited area region.

I do see your point though AussieGuy, so peace

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Xenogenic** on **November 09, 2011, 06:01:52 pm**

Yes yes, we all know you're the crazy bastard with the anti-clown car device and the hell colony. :P

edit: oh yeah, and the wall of course!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 09, 2011, 08:03:59 pm**

Quote from: Xenogenic on November 09, 2011, 06:01:52 pm  
Yes yes, we all know you're the crazy bastard with the anti-clown car device and the hell colony. :P  
edit: oh yeah, and the wall of course!

Colony? COLONY?! It's a Luxury Resort, I thinak you very much! 8)

Quote from: noodle0117 on November 09, 2011, 06:01:25 pm  
But a key thing about your checkerboard, awesome as it is, was that is was built *above* hell in a limited area region.  
I do see your point though AussieGuy, so peace

It'll kill a clown car of any size as it relies on the basic "we must travel upwards" pathing to trap them.

Oh, and if you need to open a second adamantine spire for magma/water, it's not as dangerous as you think. Breaching another spire won't trigger a second Clown Car.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eidalac** on **November 10, 2011, 03:04:33 am**

Hrm... Well, I have a plan that should work... Won't fill the top level... But should be able to cast a ring to enclose alot of it... no telling how long it would take though. Might do a test this weekend just to see if it can be done in a sane time frame. And that it won't melt my pc...

On an unrelated note, I noticed an opening to the caverns... Level -96 iirc, right next to a lake.

EDIT:  
It's doable. Took me the better part of a year to get the plumbing in, but alot of that was due to mistakes on my part (been a few years since I touched DF). Still, I only got to the point where I was getting fluids going in, so still hard to say just how long it would take to fill each layer.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 12, 2011, 07:43:35 pm**

Journal of the Overseer:

## 5 Malachite

With the fortress spread across such a large area it has been taking ridiculously long to get anything done. I've ordered the workers to straighten out the main staircase. I've also enacted a continual policy of evicting the upper tenants from their homes. Hopefully this will do the trick.

I've also discovered what the Mad Fool has been up to these past couple of months. He believes he may have just found a way to bring back dead dwarves! I've ordered him to dig out the corpses of our greatest dwarven heroes to bring them back into service for Deathgate. This will be GLORIOUS!

## 7 Malachite

The military has just been reorganized for hopefully the last time. I've reduced the number of our forces but what we have left is the best and the brightest of Deathgate serving.

Follows is a list of the six squads of Deathgate:

**Ultimate Bolts** led by legendary marksdwarf **Germanye**  
**Waning Swords** by talented sword dwarf **Eoganachta**  
**Rough Savages** led by novice axedwarf **Bulldog**  
**Matched Hatchets** by novice axedwarf **Sarus**  
**Halls of Loving** led by skilled fighter and sword dwarf **Tacobell**  
**Bronze Tundras** led by **Tundra**, a proficient macedwarf

## 2 Galena

Two dwarves have taken on names to honor the dead. A friend of the warrior Baelor has named himself Rakust Baelor and has vowed to avenge Baelor's death and a mason named Ezum now insists on being called Mideg in honor of the dwarf of the same name.

I don't even know why I'm bothering to write this down but a dwarf named Al has complained of miasma and the lack of dining tables.

I believe I've spent enough time writing. Back to the work.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **kerlc** on **November 13, 2011, 01:47:30 am**

thatsssssss a very nice military you got there. (imitates demon noises)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 13, 2011, 06:17:34 pm**

Quote from: kerlc on November 13, 2011, 01:47:30 am  
thatsssssss a very nice military you got there. (imitates demon noises)

Tell me about it. ATM there's a steam demon in middle of the fortress. I just scrambled the military right before I decided to stop playing for the day.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 13, 2011, 08:03:39 pm**

Quote from: Alex the Destroyer on November 13, 2011, 06:17:34 pm

Quote from: kerlc on November 13, 2011, 01:47:30 am

thatsssssss a very nice military you got there. (imitates demon noises)

Tell me about it. ATM there's a steam demon in middle of the fortress. I just scrambled the military right before I decided to stop playing for the day.

Steam Demons aren't dangerous. You hack them open, there's a bit of harmless warm steam and they're done. Boiling Demons are the deadly ones. You pop them, everyone nearby gets boiling-hot steam in the face.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 14, 2011, 03:00:56 am**

Quote from: ThatAussieGuy on November 13, 2011, 08:03:39 pm

Quote from: Alex the Destroyer on November 13, 2011, 06:17:34 pm

Quote from: kerlc on November 13, 2011, 01:47:30 am

thatsssssss a very nice military you got there. (imitates demon noises)

Tell me about it. ATM there's a steam demon in middle of the fortress. I just scrambled the military right before I decided to stop playing for the day.

Steam Demons aren't dangerous. You hack them open, there's a bit of harmless warm steam and they're done. Boiling Demons are the deadly ones. You pop them, everyone nearby gets boiling-hot steam in the face.

Well, that's good. I was wondering how the soldiers were supposed to kill him if he was made of steam.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **November 14, 2011, 04:57:49 am**

Thank you for re-dorfging me. Would it be okay if I get a skills and personality check, as well as my dorf being put on the front lines? None of that support unit crap, for me, please.

Really, glorious battle for my dorf is all I want.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 14, 2011, 05:01:20 am**

Quote from: Alex the Destroyer on November 14, 2011, 03:00:56 am

Well, that's good. I was wondering how the soldiers were supposed to kill him if he was made of steam.

In my experience, they generally just whack the demon in question with the flat side of an axe till they crack and watch as they whistle like a teakettle before bursting

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 14, 2011, 11:04:24 pm**

Quote from: NRDL on November 14, 2011, 04:57:49 am

Thank you for re-dorfging me. Would it be okay if I get a skills and personality check, as well as my dorf being put on the front lines? None of that support unit crap, for me, please.

Really, glorious battle for my dorf is all I want.

Well, unfortunately I remade you as a mason. I was gonna have you be a front line brick layer, laying down bricks in the depth of hell but if you want I'm sure I could just order you to just throw bricks at the steam demon until it cracks and "watch as it whistle like a teapot before bursting." That sounds pretty glorious.

Yeah, I don't believe you have any useful skills but brick laying, to be honest the whole military is utterly useless except for probably 6-7 dwarves, but I can if you want conscript into a squad. Do you have a preference for which squad you want? If not then I'll probably just conscript you into the Halls of Loving if that's your thing.

Edit: Sorry if that seemed a bit rude. I'm just being a bit sarcastic. :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **November 15, 2011, 04:53:18 am**

It is so difficult to detect sarcasm in text-only conversations.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 16, 2011, 12:46:31 am**

Quote from: NRDL on November 15, 2011, 04:53:18 am

It is so difficult to detect sarcasm in text-only conversations.

Ha, well that's cause I was only semi-sarcastic. I totally made you into a mason without thinking you'd want glorious battle instead of glorious brick laying.

Actually. I just checked and you're already in the military. You're in **The Waning Swords** as a sworddwarf! Sweet.

Rakust Baelor Mosusamkol (Translation: Tomb Baelor Roomcounsel) ,a corpulent sworddwarf, has complained about the lack of tables. As a citizen of Deathgate and a member of the The Waning Swords she is regularly haunted by the dead and frequently disgusted by miasma. She is decked in iron armor and covered in crundle and dwarf blood from recent combat. She still has adamantium and deer hair strands sewn into her from old injuries She has no useful skills except for being a novice fighter. She has a broken and smashed finger on her right hand and is currently enjoying dwarven rum straight from the barrel.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **November 16, 2011, 05:56:28 pm**

Thank you. Wait...adamantium and deer hair...sewn? Wow.

I know I've already asked a bit too much from you, but is it alright if you could train her up a bit more?



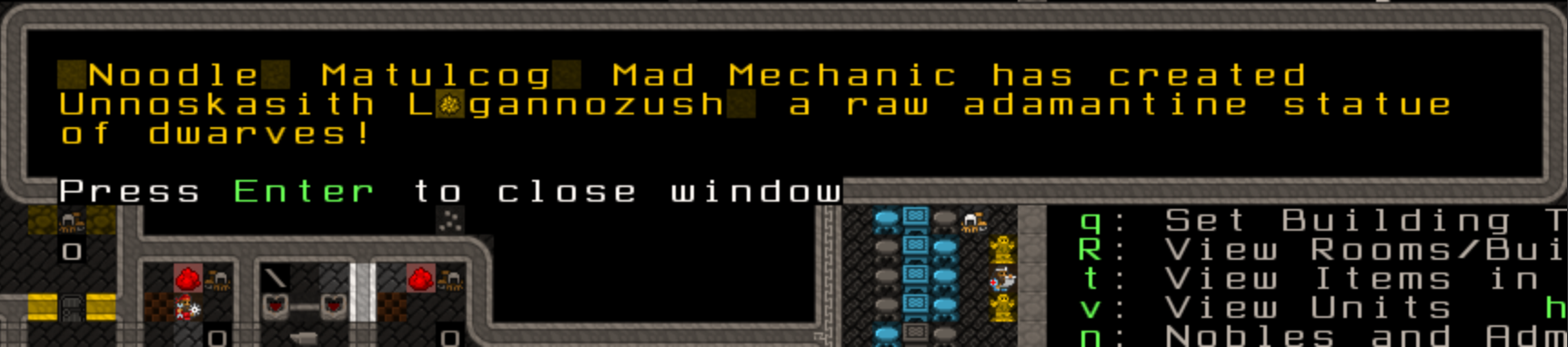
Journal of the overseer

## 20 Limestone

I saw Tundra, the crippled hell attacker, wandering around the construction site of Death Gate Hospital carrying a traction bench. The dwarf looked confused. The dwarf is as insane as ever.

## 2 Sandstone

A worker created a masterfully crafted statue today. I wouldn't have bothered to write it down but Sekra tells me that the dwarf who made it claims to be the mad mechanic Noodle, the fortress overseer who created the mysterious construction upstairs. Noodle died off years ago. It'd probably be a good idea to add a mental asylum to the designs of the Hospital in case more dwarves come around claiming to be long dead dwarves.

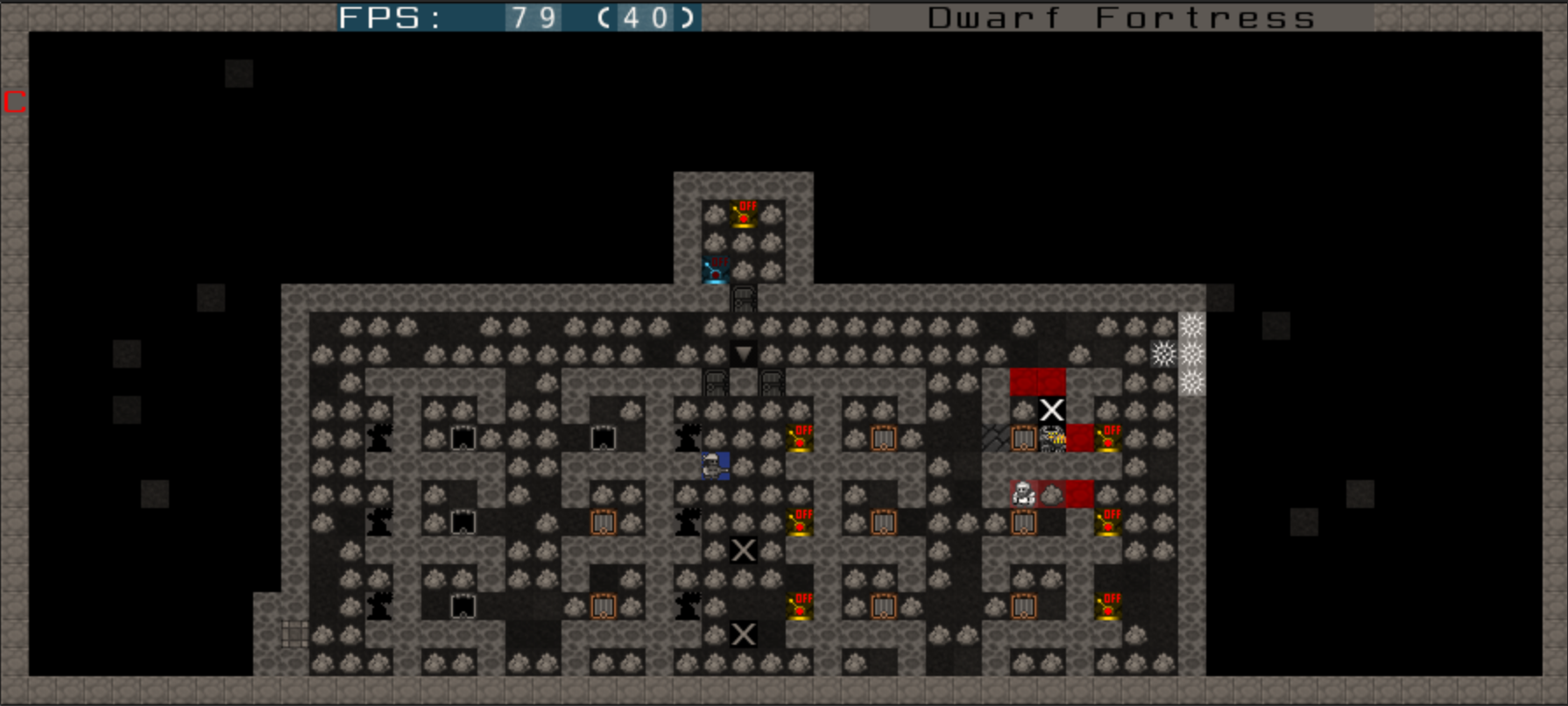


## 23 Sandstone

Reports have come in that a steam demon has killed a farmer in the upper levels. I've ordered the newly formed squads to kill the demon. I ordered all the squads to the job so it shouldn't take long.

## 25 Sandstone

INCOMPETENTS! Those fools! A rookie in the military got himself killed today. He tracked the steam demon into the upper magma shafts of the hospital and fell two stories down one of the magma pipes to suffocate in his own blood in one of the hospital rooms. The workers have been evacuated until Goden, an axedwarf, can make short work of the demon.



## 27 Sandstone

Two days delay in construction! The steam demon has yet to be killed. The Captain of the Guard tells me that when the rest of the military arrived they found the Steam Demon trying to gnaw its way through the adamantium armor on the corpse of Goden.



The military managed to wound the demon before the demon fled deeper down a hatch into the pipes below the Hospital. The military is currently organizing a storming of the magma chamber to kill the demon. I've also ordered the adamantium armaments on Goden's body

to be recovered and his body prepared for entombing.

Hopefully the beast can be killed soon so the miners can resume digging out the magma pipes.



@NRDL. Sure

Edit: Added another picture. Also, I didn't exactly intend it to be so but I guess you guys get a sneak peak into the mega project I've been spending all my time doing. It's been a lot but it's been fun.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **November 16, 2011, 11:10:26 pm**

Once again, thank you.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Sappho** on **November 19, 2011, 06:19:08 am**

Just caught up after a few months of not reading... Fabulous. Is there any chance of uploading a complete map for those of us whose computers can't handle opening the actual save?

Has my faith healer managed to survive? Can I see the dwarf page? And if she's dead, could I be re-dorfed? Name of Pohoda, any profession is fine.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **November 19, 2011, 09:50:28 am**

How goes the dwarf zombification project?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 19, 2011, 02:13:17 pm**

@Sappho: Zulban is alive.

@The Mad Fool: It worked but don't get your hopes up. Also it'd probably be a good idea to build you a lab. I'll probably just build one into the hospital and you can share it with the other doctors. Is there anything specific you want in it? The hospital is already getting running magma and water in case you need it.

I'll include more detail in my next update.

Edit: Also, what program should I use to convert the save into a map you guys can look at?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **November 19, 2011, 02:53:25 pm**

How about some Demon and Forgotten Beast remains? One can always use spare parts, after all....

Also, some cages and pens for animal testing, if it's not too much trouble.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 19, 2011, 05:23:41 pm**

Quote from: The Mad Fool on November 19, 2011, 02:53:25 pm  
How about some Demon and Forgotten Beast remains? One can always use spare parts, after all....  
Also, some cages and pens for animal testing, if it's not too much trouble.

Hmm, alright. I won't be able to build anything super cool since I'm constrained by the magma seas but I'll try to figure something out.

Also, my ultimate plan for the plumbing system (besides bringing running water to the fortress) is to have it all drain down through a candy cane. If I make it so you can dump gobbos into the flow of water do you think they'll be able to survive a descent into hell by waterfall?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SquatchHammer** on **November 21, 2011, 12:50:51 am**

You guys are awesome!!! It has to be a line of T-shirts made just so more people learn of its awesomness!!  
1st shirt will have the Description of the t-shirt on the T-shirt about death gate  
2nd shirt has the description of the fortress  
3rd shirt will have the Quote from: AnimaRytak

I've really run this fort into the ground. Half the military is dead or insane from the horrors of hell, six or so forsaken beasts are locked away in the caverns, the road into Deathgate has been painted with troll blood, we've slaughtered about 400 innocent animals via liberal application of a boot to the ass, a deer with its liver hanging out of its chest after two siege bolts to the face is still scaring the piss out of people using the old doom-bridge, and we have about a dozen ghosts routinely harassing our dwarves since I can't find or reach their corpses. As I speak, lava is pouring down the side of the mountain in the hopes it burns some of those damned goblins sieging us to death or at least drives them towards the troll-blood bridge. On the flip side, Armok's temple is almost complete and we've stolen enough goods from the humans to piss them off for a good decade.

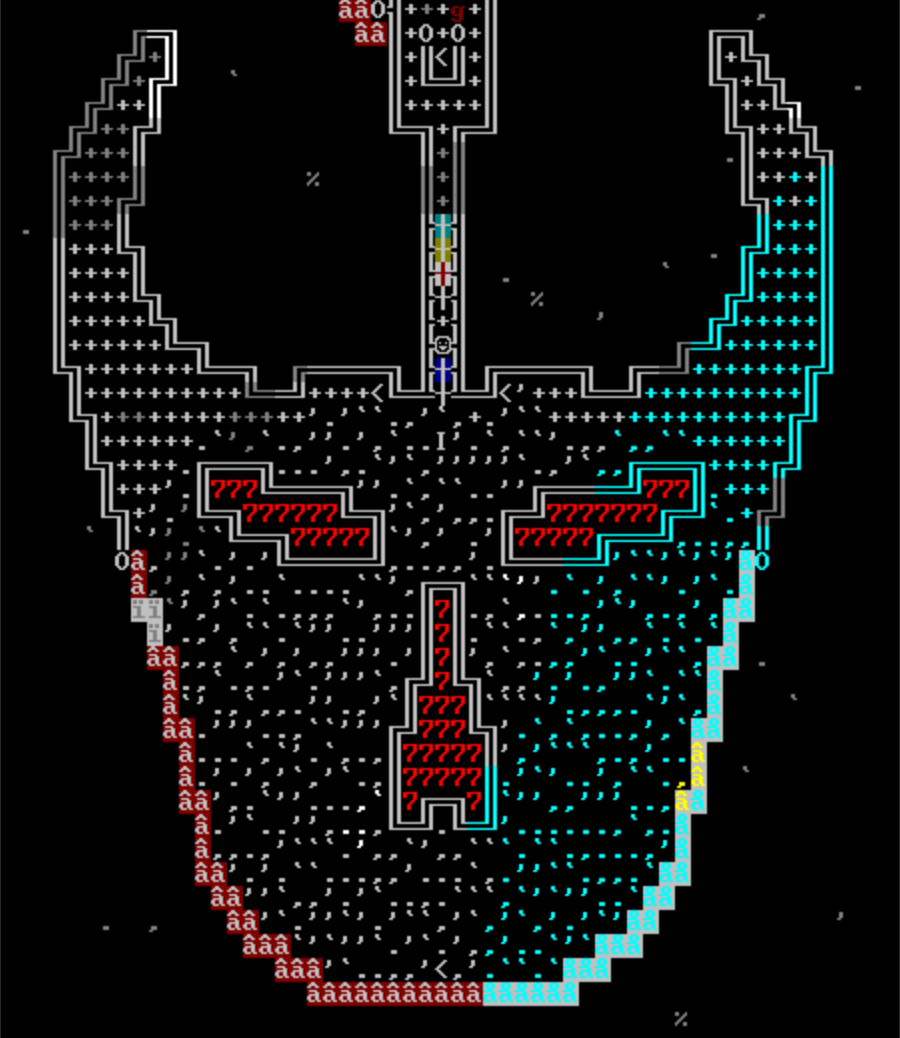
quote  
4th shirt will have Quote from: scaliper

Dear god...this place looks like it's been designed by multiple particularly sadistic madmen.

5th shirt will have  
Quote from: noodle0117

I might need a bit more time getting the update up, since my computer literally crashed from the sheer amounts of gore, death, and dwarven engineering awesome.

Just for the glory the demon face and quote to be on the back of every Shirt



"Welcome to Deathgate, home of the Doom Burger, can I take your order?"

But last but not least I would liked to be Dwarfed into an Axedwarf and sit my dwarf into the danger room till he is epic if you dont mind.  
Name will be Urist McUrist the Negative fourth...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **November 21, 2011, 03:29:37 pm**

Only if you make these shirts and send some to me!

E: Actually, would something like this be doable? I mean, if we were to make the back the logo with "Welcome to Deathgate, home of the doom burger. May I take your order?" and personalize the front for each ruler, with the list of accomplishments from their reign(s) from the timeline on the front, simple pay-for-one standard? Greatest inside joke ever!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **SquatchHammer** on **November 22, 2011, 12:26:16 am**

I want to see if I could get more people on this project I might be able to get it sold on some online retailers too.. If you guys dont mind. I would like to give everyone that participated (if i get it rolling) a t shirt of their accomplishments as overseers for personal touch. Also i figured one last quote should be good shirt

Quote from: AnimaRytak

We call the madness Terry and scold him whenever reality breaks.  
Bad Terry, bad!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **November 22, 2011, 01:27:24 am**

I was bored, so I decided to run with what I feel like a cool design would be. Left is front, right is back. I used my reign, of course, because, well, I'm me. The font, of course, is horrendous, as is the bordering, but it was really just a quick-job on paint, and I'm no artist. I'm thinking some really "ironically cool" font for most of it, and maybe a hellfire border on the back. This is really just for eyeballing. Lemme know what you think :D

E: Thinking maybe the quote on the back could be chosen by the ruler? Or maybe one could get multiple shirts, each with a different quote.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **November 22, 2011, 01:38:20 am**



OK, can I get back into the Overseer Rotation? I once again have a functional computer. Sadly, no internet, but tea-and-wifi go great together.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 22, 2011, 01:54:48 am**

## 28 Sandstone

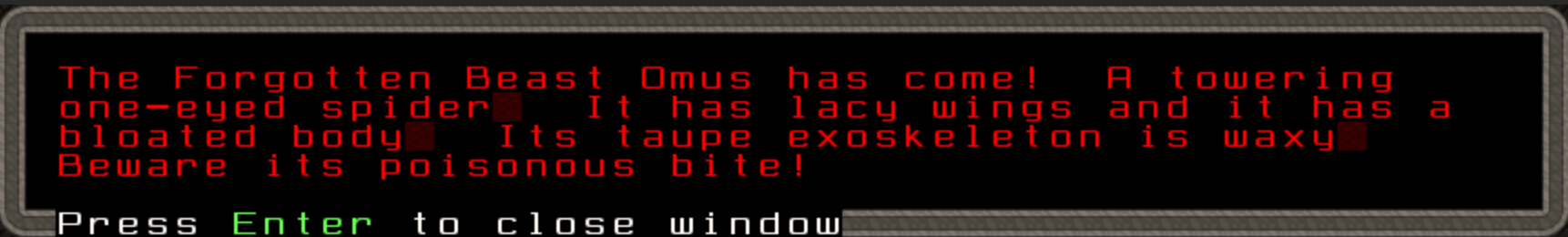
The militia have just returned from battle with the demon and so work on the hospital resumes! Victory goes to Mideg who slew the demon by punching straight through it's chest from behind causing it to burst into a steam cloud.

## 5 Timber

Goden has been brought up to the old hospital from the magma fortress ALIVE! Me and the Mad Fool immediately removed her adamantium armor and began treatment. Praise that blessed metal! I've left her in the Mad Fool's care to continue treatment but my own prognosis is that she will live.

## 2 Opal

Another forgotten beast has appeared, this time in the caverns. The masons were able to find the tunnel they've been using to enter the fortress. I've ordered it sealed to prevent any further incursions.



## 5 Opal

Osod got into the fortress and killed a cat. A nearby cook and the militia was able to put it down before it got a chance to cause serious harm.

(Also, the year just ended. I only got a chance to oversee the fortress for 10 months since the last person wasn't able to finish their turn. So unless the next overseer really wants a go I'm gonna take the next 12 months stabilizing and streamlining the fortress, getting the new hospital constructed, and getting magma and water pipes flowing through the lower fortress and piped down to hell)

(One more thing. What program should I use to export the game save to map so you guys can take a look at the insanity.)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Sappho** on **November 22, 2011, 02:13:26 pm**

You can export a map from the game in the ESC menu (somewhere below save game), convert it with the map converter (you can find it on the wiki I think) and upload it to the map archive. Sorry for not providing more specific directions and links, but I just got home from a 12-hour shift and I just don't have the concentration left to find them. :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **November 22, 2011, 02:46:32 pm**

Quote from: Alex the Destroyer on November 22, 2011, 01:54:48 am

(Also, the year just ended. I only got a chance to oversee the fortress for 10 months since the last person wasn't able to finish their turn. So unless the next overseer really wants a go I'm gonna take the next 12 months stabilizing and streamlining the fortress, getting the new hospital constructed, and getting magma and water pipes flowing through the lower fortress and piped down to hell)

Totally fine by me. That said, you've been at your turn for 22 days. So try not to take too long in your next year.

Quote from: scaliper on November 22, 2011, 01:27:24 am

I was bored, so I decided to run with what I feel like a cool design would be. Left is front, right is back. I used my reign, of course, because, well, I'm me. The font, of course, is horrendous, as is the bordering, but it was really just a quick-job on paint, and I'm no artist. I'm thinking some really "ironically cool" font for most of it, and maybe a hellfire border on the back. This is really just for eyeballing. Lemme know what you think :D

E: Thinking maybe the quote on the back could be chosen by the ruler? Or maybe one could get multiple shirts, each with a different quote.

Needs a better font. Perhaps something fantasy-esque or the dwarf fortress font.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **November 22, 2011, 04:05:01 pm**

Do whatever you like with the back, but I think this is a pretty good front.  
[http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm\\_mmc=hotlink-\\_-2-\\_-Body\\_txt-\\_-button1](http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm_mmc=hotlink-_-2-_-Body_txt-_-button1)  
([http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm\\_mmc=hotlink-\\_-2-\\_-Body\\_txt-\\_-button1](http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm_mmc=hotlink-_-2-_-Body_txt-_-button1))

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **November 22, 2011, 04:16:17 pm**

Quote from: AnimaRytak on November 22, 2011, 02:46:32 pm

Quote from: scaliper on November 22, 2011, 01:27:24 am

I was bored, so I decided to run with what I feel like a cool design would be. Left is front, right is back. I used my reign, of course, because, well, I'm me. The font, of course, is horrendous, as is the bordering, but it was really just a quick-job on paint, and I'm no artist. I'm thinking some really "ironically cool" font for most of it, and maybe a hellfire border on the back. This is really just for eyeballing. Lemme know what you think :D

E: Thinking maybe the quote on the back could be chosen by the ruler? Or maybe one could get multiple shirts, each with a different quote.

Needs a better font. Perhaps something fantasy-esque or the dwarf fortress font.

Certainly, as I said. Not quite sure what the perfect font is, though. Excello ([http://darkvotum.files.wordpress.com/2011/01/excello\\_fantasy-font.jpg](http://darkvotum.files.wordpress.com/2011/01/excello_fantasy-font.jpg)) could be interesting, as could Fairy dust ([http://www.fantasyfonts.com/font\\_example/fairy-dust.gif](http://www.fantasyfonts.com/font_example/fairy-dust.gif)), but both seem a bit off somehow. Fantasy One (<http://www.altfonts.com/img/F/A/Fantasy-One.png>) seems the best fit to me, but then again excello just looks so awesome!

Quote from: Velard on November 22, 2011, 04:05:01 pm

Do whatever you like with the back, but I think this is a pretty good front.  
[http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm\\_mmc=hotlink-\\_-2-\\_-Body\\_txt-\\_-button1](http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm_mmc=hotlink-_-2-_-Body_txt-_-button1)

([http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm\\_mmc=hotlink-\\_ -2-\\_ -Body\\_txt-\\_ -button1](http://www.customink.com/designs/deathgate/yvm0-000m-kdc6/hotlink?pc=HL-46120&cm_mmc=hotlink-_ -2-_ -Body_txt-_ -button1))  
Not sure whether it was intentional, but I feel as if the shirt needs to be black, so that there's just the face there.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **November 22, 2011, 04:23:27 pm**

Yeah, I wanted black but they didn't didn't have pure black, just different shades of sorta-black.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **November 22, 2011, 04:29:05 pm**

Coolio. I still think the font isn't quite the right one...at the moment, I'm torn between excello and fantasy one, but there's still a world of fonts out there that I haven't even looked at.  
  
T-Shirt design is so fun! :D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 22, 2011, 04:59:41 pm**

Quote from: AnimaRytak on November 22, 2011, 02:46:32 pm  
Totally fine by me. That said, you've been at your turn for 22 days. So try not to take too long in your next year.

Yeah, midterms got a hold of me but luckily I was still able to get regular updates despite how crazy things were. I'm on Thanksgiving break now though so I'm gonna try to power through things so I can hand off the torch to the next overseer.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Karakzon** on **November 22, 2011, 05:15:27 pm**

i want one of those shirts xP

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Grath** on **November 22, 2011, 05:51:59 pm**

I'm just popping in here to suggest that perhaps some form of Elder Futhark inspired font. ( [http://en.wikipedia.org/wiki/Elder\\_Futhark](http://en.wikipedia.org/wiki/Elder_Futhark) ) Ancient germanic/norse runes seem fitting for dwarves, given that the runes use simple straight lines so they can be carved into things. Also the whole rape/pillage/burn Viking mentality fits for your average Bay12er fort.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **November 22, 2011, 07:11:40 pm**

Quote from: Grath on November 22, 2011, 05:51:59 pm  
I'm just popping in here to suggest that perhaps some form of Elder Futhark inspired font. ( [http://en.wikipedia.org/wiki/Elder\\_Futhark](http://en.wikipedia.org/wiki/Elder_Futhark) ) Ancient germanic/norse runes seem fitting for dwarves, given that the runes use simple straight lines so they can be carved into things. Also the whole rape/pillage/burn Viking mentality fits for your average Bay12er fort.  
  
It would be interesting, but I feel like the characters themselves would have to be so anglicized for the sake of readability that they wouldn't look very Nordic, but rather very straight-line-English. Then again, I don't really know, and people can do some crazy things with letters. :P  
  
Personally, I'm leaning towards the idea of having the entire font be that Fantasy One (<http://www.altfonts.com/img/F/A/Fantasy-One.png>), with the year description being Excello ([http://darkvotum.files.wordpress.com/2011/01/excello\\_fantasy-font.jpg](http://darkvotum.files.wordpress.com/2011/01/excello_fantasy-font.jpg)). The latter just strikes me as incredibly dwarfy, but it really doesn't mesh with the doomburger tone.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **November 23, 2011, 08:04:01 pm**

You forgot the best quote ever:  
  
"More blood for the blood god! More skulls for the skull throne! More meat for the meat salsa!"  
  
(I'm pretty sure that was Anima but I'm not looking through 70+ pages for it :P)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **November 24, 2011, 12:53:31 pm**

Or we could *actually* write it all in Elder Futhark, just to make it even more obscure (and therefore awesome).

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **November 24, 2011, 02:54:54 pm**

Hey, I'm ready for my turn when it comes around. I've gotten my things in order and I'll be ready to oversee Deathgate!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **November 27, 2011, 08:25:35 pm**

So, things have been quite frustrating this week in the fort! But with a lot of progress.  
  
Not knowing everything that it entailed I started using dfreveal to plan out where future drainage and magma tunnels were going to go. I accidentally closed the game without exiting the program leaving the whole fort revealed and unable to revert back! Then after looking up the problem I found out that dfreveal is known for causing saves to be buggy! WHOOooops! :-[  
  
Nevertheless though, in true Dwarf Fortress fashion I persevered redownloaded the reuploaded the save and redid everything from scratch and redid my entire turn in a couple days! This time with no dfreveal!  
  
This time around the Magma Hospital is twice as awesome, the military is twice as epic, and about a half about a half a dozen more dwarfs were slayed by goblins on the bridge while I was too lazy and too occupied with getting the Hospital right to do anything. Besides that everything went exactly the same way and was overall pretty eventful.  
  
I'm just gonna finish up doing the the dorfs and redorfs and labeling everything for the next overseer so I can upload the save. Seriously right now I have the lever and mechanisms set up to explode the floor of a lake in a cavern filled with forgotten beasts to fill the water pipes with water. The next overseer will either have to finish the plumbing system before pulling it or not pull it at all.

So I'm pretty excited to give the fort to the next overseer and just so everyone knows, nothing is ruined and everything is still epic! :D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 03, 2011, 06:47:36 pm**

Alright. Deathgate has been going uncomfortably slow.

Alex, you've had a month for your turn. I'm going to have to ask you to wrap it up.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Alex the Destroyer** on **December 03, 2011, 10:58:50 pm**

Deathgate save and map up:

http://dffd.wimbli.com/file.php?id=5239

http://mkv25.net/dfma/map-10834-deathgate

I apologize for dragging this out so much. Things got busy on my end.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **December 04, 2011, 08:50:53 am**

Yay its progressing again!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **December 04, 2011, 04:48:57 pm**

Great! I didn't want to say anything but as a loyal follower (checking daily) this was indeed getting a little slow.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 04, 2011, 06:16:07 pm**

I'll get started. No bailing this time; exams are over.

E: First glance and I'm about to curl into a ball and weep.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 04, 2011, 07:10:35 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Prologue; Two Hundred and Seventy Fucking Six

The name's Mitchewawa Fencedparched. I come from a long line of underachievers, scoundrels, grunts and haulers. We 'Ustuthfashs' were not a wealthy family; with only a basic room and one bed between the family. I now live in Deathgate... I originally came with little skill in my work, and all those who had little training or a useless profession were shipped off to die in a particularly extravagant and expensive fashion, such is the way of us dwarfs. But we did not die. Not all of us. With great toil came great reward, and we penetrated hell as per the King's orders.

And through the masterminded work of the previous overseers, who were the most sane between all of us, we prospered. We survived. We established a foothold in the second world; the Underworld, the World Below, Hell. With great organisation and foresight, our great dwarven engineering and the tenacity of our warriors proved just enough of a match for the great demons.

This has been a triumph, yet also a glaring failure. We have lost **exactly 276 dwarfs!** Our current population is a respectable 148; just under a third of the population to pass through this place. We spat in the face of our King and his suicide mission, we spat in the face of demons and we spat in the face of the Gods themselves as a cult of Armok has sprung from within us due to demonic influence. Our saliva has caused us a lot of pain and death.

But enough of the past; today is now. Year 769, 3rd Granite. And on this day, in a fit of... dwarven enthusiasm... I have been elected to oversee this place. I have no experience in leadership, I am but an expert (yet humble) carpenter. I can't help but feel someone is playing a trick on me, but no, this is real. People greet me in the corridors as 'Boss', something I thought our family would never have been called. I do wonder why the previous overseer stepped down from command though... Perhaps I was chosen for my extraordinary niceness?

Okay, I'm the boss now. Lets hope I can keep this place together for the person who gets elected next! You know, for someone who has lived here for years I haven't actually been to many places. Mostly just my room, the workshop and wood stockpile. I'm looking at the maps of this place right now...

What the fuck!?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **December 04, 2011, 07:26:23 pm**

Quote from: Mitchewawa on December 04, 2011, 06:16:07 pm

First glance and I'm about to curl into a ball and weep.

Don't worry. So is physics, so you're not alone.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 04, 2011, 08:28:59 pm**

Deathgate sits somewhere between an M.C Escher painting and an architectural eldritch abomination in terms of mind-fuckery.

Don't try to understand the madness that is Terry, just smile and nod at it.

Quote from: Blead on December 04, 2011, 04:48:57 pm

Great! I didn't want to say anything but as a loyal follower (checking daily) this was indeed getting a little slow.



I take full responsibility for that. I was doing NaNoWriMo for the bulk of November and it (plus Skyrim) kept me rather occupied. NaNo is over, and i finished it, so I can once again dedicate more time to our beloved fortress.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 04, 2011, 10:10:47 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 1: What the fuck?

I was wrong! **WRONG**. This place wasn't overseen by the smartest among us; this place was run by the most retarded of us! Corridors to nowhere, nonsensical notes, ghosts everywhere, unnecessarily long corridors and stairs, and for only what I can describe as a perpetual hydro-motion machine. The front door doesn't make sense. The top level doesn't make sense. The stairs don't make sense. Nothing makes sense.

I've done a doodle of my current mood: :(

**3rd Granite:**  
Why is there lava at the bottom of our front door?

**4th Granite:**  
Seems the Captain of the Guard has a peasant's room. He feels quite unhappy. What a bitch. I'll give him a better room and make a note that 'Blead' is a whiner...

Where the fuck are the free noble rooms? Ugh.

**8th Granite:**  
Still haven't found it.

Have we even colonised hell? We've got like, one farm and one full tomb. I thought we had a whole city down there! I know my mission; I will expand our halls, atleast enough to, I don't know, do stuff. Perhaps we could shift our industry down there eventually. Then our housing. More farms. We could even cut off all access to above ground!

Actually now that I look, we've got everything juuust above hell. Not quite what I hoped for, but it's still pretty impressive.

Where the hell Deathgate is the old Captain's rooms?!

**9th Granite:**  
I don't really have an aim; this fortress seems to be thriving. I guess all I can do is push forward, and take more of Hell's sand! For the Dwarfs! The greatest race!

There seems to be no idlers. I have no idea what they're doing that's making them so busy, but I don't care.

What's a supernaut?

**10th Granite:**  
Okay, I'm done looking around. I'll just not touch anything. Too scary. I know I'll cave in the world. Speaking of which...

I'll let this speak for itself.

This is a pond designation. I think someone is either trying to carry lava out with a bucket, or put water in. Either way it didn't look like it worked.

Stocks account for 245 raw adamantine, 30 wafers, and no adamantine strands. Well done. I'm fixing that.

Turns out there's only one craftdwarf shop in the main centre (-140z). I'm adding 2 more.

Seriously, where is the old Captain's room?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 04, 2011, 10:54:56 pm**

Damn, the insanity is working overtime today.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 05, 2011, 11:34:52 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 2: Spoogemonsters

*Coins you toss  
weighted by your fear of loss  
Both sides are heads  
The tails between your legs*

I've devised a set of plans for myself, which I hope people in the fortress will help contribute to. I do not want to be known as the babysitter overseer.

1. Expand our hold in hell. The problem with this is that we have the housing and industry just above, so for the most part anything we hold down below will be either defence or stockpiles. I need ideas.

2. Find that fucking room for Blead.

3. Fucked if I know. Keep the place alive.

**10th Granite:**  
A lot of unhappy denizens. Perhaps I should make a nice statue hall? In hell? That'd be dangerous. One of the saddies is a legendary

armoursmith; I sure hope enough people stop dying long enough for him to snap out of his angst.

*Tear drops can be seen across the page*

I cancelled the mining of what appears to be someone else's room. A previous overseer's, I imagine. He won't be needing it, the selfish jerk.

The bookkeeper doesn't have an office. Why? Who knows. I just plonked a chair down wherever there was room. It seems that's how the rest of the fortress functions anyway.

**13th Granite:**

I found a sword made out of the skin and bone of a demon. That is awesome. I wonder how this came to be? Perhaps a demon was made of stone. Perhaps it was made of wood! Or metal! Regardless, such a sword is not to be tampered with. It's evil.

Holy fucking shit, an Assassin Bug Fiend! What a cool name. Good thing we're safe...  
Wait never mind. The previous overseers have **not** put a roof over the front-most room in hell. I guess I'll do that. All hail Mitch, builder of roofs! A true carpenter god!

Drafted 3 dwarfs into the military's free spaces; now we have 4 complete squads of 10.

I couldn't find Blead a new room, so I just made my own. Pretty, don't you think?

**15th Granite:**

I have to be impressed with some of the engineering and architecture of this place. I found a tree farm in a place where I didn't even know there could be water! There's a farm plot in hell; how they got water there is beyond me.

I can't believe no one has done this before.

**19th Granite:**

I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!

I have great plans!

Here you see the ground floor, and soon I shall expand our defensive section here. Repeater spikes, perhaps a meatshield of pets and a drawbridge if all else fails.

This area can be used for whatever. Perhaps a statue garden? Moods seem a bit down. Yeah, a statue garden...  
Oh! And archers, who can rain fire down on the demons from fortifications. Perhaps I shall add drawbridge blockers behind the fortifications in case of a firebreathing ass-hat shooting our marksdwarfs.

A living area? In hell? For me? I shouldn't have!

**1st Slate:**

Uh oh, Omus is rapidly (relative to the speed of anything that happens in this place), heading toward our front gates. A towering one-eyed spider, with wings! I think we need to be beware of of it's poisonous bite!

Fuck that, I'm taking a nap. Send in the grunts.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 06, 2011, 05:30:12 am**

Quote from: Mitchewawa link=topic=84451.msg2812808#msg2812808

[b  
19th Granite: [/b]  
I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!

Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 06, 2011, 06:42:03 am**

Quote from: ThatAussieGuy on December 06, 2011, 05:30:12 am

Quote from: Mitchewawa link=topic=84451.msg2812808#msg2812808  
[b  
19th Granite: [/b]  
I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!  
  
Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.

Neat. Good thing I'm only building myself a room. Perhaps out of goblin cap...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 06, 2011, 06:45:08 am**

Quote from: Mitchewawa on December 06, 2011, 06:42:03 am

Quote from: ThatAussieGuy on December 06, 2011, 05:30:12 am  
Quote from: Mitchewawa link=topic=84451.msg2812808#msg2812808  
[b  
19th Granite: [/b]  
I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!  
  
Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.  
  
Neat. Good thing I'm only building myself a room. Perhaps out of goblin cap...

Goblin cap? GOBLIN CAP?! If you're going to build a room for yourself in Hell, you use wood from the surface. How else will you insult the dreaded Underworld?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 07, 2011, 12:21:22 am**

What's more dwarfy then making a giant "Fuck Demons" monument in hell, with elfy materials?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 07, 2011, 12:39:13 am**

Quote from: AnimaRytak on December 07, 2011, 12:21:22 am  
What's more dwarfy then making a giant "Fuck Demons" monument in hell, with elfy materials?

I used adamantine and surface-wood floors to spell out the name of my fortress on the surface of the Underworld. I reckon you guys can go one-better by doing that demon face in the OP.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **noodle0117** on **December 07, 2011, 01:35:14 am**

Quote from: ThatAussieGuy on December 06, 2011, 06:45:08 am  
Quote from: Mitchewawa on December 06, 2011, 06:42:03 am  
Quote from: ThatAussieGuy on December 06, 2011, 05:30:12 am  
Quote from: Mitchewawa link=topic=84451.msg2812808#msg2812808  
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Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.  
  
Neat. Good thing I'm only building myself a room. Perhaps out of goblin cap...  
  
Goblin cap? GOBLIN CAP?! If you're going to build a room for yourself in Hell, you use wood from the surface. How else will you insult the dreaded Underworld?

Pave the world with netherwood.  
Proves that the center of the earth is a lot colder than the molten magma layer surrounding it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 07, 2011, 03:27:50 am**

I'll see what I can do, but I've already got a lot of masonry and architecture going. I got those rooms I pointed to with crudely drawn words and arrows.  
  
E: Holy shit. I only just realised the name of my second chapter, 'Spoogemonsters'. I called it something else. My brother changed it, I swear!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 07, 2011, 05:00:04 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 3: Vomited Blood in a Rage

That colossal asshat, Omus, is nearing our gates. It's a retarded shame that, despite he can't get to us, he's still harassing the construction dwarfs. And lo, the front door is raised. No chance of that getting opened anytime soon I bet...

**2nd Slate:**  
Some migrants have arrived; probably sent here because of their particular fucked up uselessness. Still, I can't be one to complain, as every dwarf alive means one more dwarf still standing against the demons. We're also down a fair few dwarfs when it comes to hauling and masonry.

This basically sums them up.

*An exert from the bookkeeper's book*  
This is my first semesterly checking of the books. I never knew that I'd ever had to do this; I assumed those before me would've had the place of mind. That has had me proven wrong over the past month.  
Signed, Mitch

Oh my. This might actually be good!

Nevermind... What the hell...? I don't even want to know how many lives this feat took. What I would like to know, however, is why overseers would allow such lunacy?  
Oh wait.

It's nice (and not nice) to see some well trained doctors, and it's even not nicer to see some untrained doctors. Derm was given every medical job despite not having any expertise. I don't care if he's an ex-overseer or whatever, I will not be having him play nurse.

'tards shall have no place near my heavy machinery! No level smiths have been taken off their regiment of stupid pills and pretend forging.

Aside from 5 legendaries without their speciality allowed, that was it. Ugghhhhhhh-

*\*The parchment appears to have been vomited blood upon in a rage\**

**6th Slade (see what I did there?):**  
On a side note, that beastie fled at the prospect of our archers raining hell on him. In hell. That would have been the case **if they got off their asses.**



I just filled that graveyard at the bottom of hell. Had to put some slabs in the corridors.

Man am I tired. Everything is going in slow motion. I need a nap...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 07, 2011, 07:51:00 am**

Quote from: Mitchewawa on December 07, 2011, 05:00:04 am

*\*The parchment appears to have been vomited blood upon in a rage\**

In humans, this condition would be a sign of a failing liver.  
Dwarves, however, are one giant liver. And therefore this is a medical mystery.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **December 07, 2011, 07:53:35 am**

Nuuuuu my experiments!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **December 07, 2011, 11:34:24 pm**

Bahaha! Nice run so far Mitchewawa.  
Any chance you can set up a "disposal chute" down the glowing pits? or are they not as akin to the bottomless pits of yore as they seem?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 08, 2011, 12:23:34 am**

Quote from: Flaede on December 07, 2011, 11:34:24 pm

Bahaha! Nice run so far Mitchewawa.  
Any chance you can set up a "disposal chute" down the glowing pits? or are they not as akin to the bottomless pits of yore as they seem?

They are indeed bottomless. If a dwarf falls down, you get the message "Urist McUnlucky has fallen into a deep chasm"

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 09, 2011, 02:55:02 am**

Quote from: Flaede on December 07, 2011, 11:34:24 pm

Bahaha! Nice run so far Mitchewawa.  
Any chance you can set up a "disposal chute" down the glowing pits? or are they not as akin to the bottomless pits of yore as they seem?

That's actually a good idea. I'll dump all those useless clothes, copper armour and weapons and whatnot. I'll put it in my room! I'll be mister popular!

Or I would, if we had more then 5 idlers at a time to undertake such a monumental rubbish removal.  
E: On a related note, I won't forget to have a go tonight like I did last night.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 10, 2011, 05:11:48 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 4: Insane Architectural Boner

Lets start this journal update off with a fizzle! I mined out a moderate sized area above the stairway to hell in order to have enough rocks to fuel my insane architectural boner. Need I mention...

## I can't believe no one put a roof over the hellbase before. That's an occupational hazard/flying-demonic-rape-enslavement waiting to happen.

#### 11th Slate:

Work has been start on the removal of several, while popular, fucking monstrous ghosts. Hell's Tomb has been filled to the brim with memorial slabs. Why they didn't build bigger is beyond me...

I ordered rocks on the Armok's Temple hidden from view. It's the little things that make me better then everyone else. At least that's what the ladies tell me...

I've cleverly hidden the depressed dwarf in this picture. See if you can find him!  
Also, why are there windows in these bedrooms? That's a right blunder of architecture right there; there are walls right behind them!

No wonder this fucking thing is taking forever.

#### 21st Slate:

The barracks in hell looked a bit gloomy (I wonder why), so I decided to spruce it up! Silver roads; thus is [MANDATORY] in all parts of the hellbase.

Christ it's only been a month. There goes my fabulous optimism. Guess I'll just keep myself busy...

Ugh. I've started the long and awkward process of removing constructed floors, building up/down stairs, etc. 1x1 staircases are shit.

It might not seem like I've done much in this passing month, but this place is so busy that more often then not, only 1 or 2 pieces are under construction at a time. Out of a building task featuring hundreds of pieces of walls and floors. On the plus side, 30 useless fuckwit dwarven farmers means that our threshes are thoroughly threshed, our potash is thoroughly potashed and our sheep our thoroughly sheered.

Oh wait, we don't have any of that roundabout, useless shit. That stuff is for elves, humans and assholes.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 11, 2011, 03:03:39 am**

# The life of Mitchewawa, Ruler of Deathgate

## Chapter 5: Four Fun Fucking Firsts

Time flies on, my boredom drives me nuts. There's no **foiiightin'** to be had! Perhaps this is why the other overseers were as insane as a berserk-military-dwarf-who-just-failed-a-mood-and-all-his-friends-died-and-also-smells.

### 1st Felsite:

My very first death! How exciting!  
I've been exploring the cause of death, and apparently the previous overseer sent this dwarf on an errand then removed the stairs back from behind him. Woops. I've ordered the stairs put back so we can dump his smelly corpse in a coffin all respectful-like.

I found someone's ode to multiculturalism, at least for the animal kingdom. Sooo many exotic animals for me to not care about!

My first mood! Shame it's a shitty metal crafter; I'm going to get some retarded trinket instead of a cool battle axe or something.  
Oh well, work continues...  
...slowly.

### 17th Felsite:

Horror! I was removing one of the ramps into our base from hell, when a mere child was set upon by a Forgotten Beast!

The child runs with all of his might, but right into the depths of hell! He has escape the beast, but I do not think I will ever see him again.

Woe! Dwarfs working on the construction are set upon as well! At least they ran the right way this time; into the base.

It seems this newb dwarf is leading the charge; apparently trying to show off his dodging skills. My first combat in my 3 months!  
...and it's over in a flash. The monster dies relatively quickly, spraying blood everywhere. He didn't even use his 'beware thee poisonous bite!'.

Holy shit! The child survived! He ran all the way into hell, then came back! My first not-tragedy!  
Eye of the Giant Leopard, kiddo.

### Felsite 20th:

I guess I was proven wrong.

Magnificent! This room is far greater then my previous furnishings (which were close to the surface)!

Thus ends a fantastic month!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **December 11, 2011, 04:23:54 am**

That Doren kid is hardcore. Someone make a note of him, and draft him if he makes it to adulthood.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 11, 2011, 06:27:56 am**

Quote from: Blade Master Model 42 on December 11, 2011, 04:23:54 am

That Doren kid is hardcore. Someone make a note of him, and draft him if he makes it to adulthood.

His job is Survivor. He survives the shit out of everything.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **December 11, 2011, 03:05:39 pm**

I must know...What's the value on that axe? Looks really expensive!

Also, congrats on not dying! :D

Also, in regards to roofing the Hellbase, as far as I could tell, the walls extended to the top of hell, thus blocking it from entrance. Had that not been the case, the flying beasts would have immediately pathed in and started killing everything. Out of curiosity...how have you managed to roof it over?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 11, 2011, 06:12:08 pm**

With the front gate, the area outside that was open, including the closed up gate. I was going to use that for traps, and the floor above that for crossbows.

I roofed it over by punching a hole in the wall then flooring every level. I think now I have one spare room, which I guess I'll make another tomb (the first one in hell is full).

E:  
Quote from: Alex the Destroyer on October 31, 2011, 03:17:05 am

I closed off the adamantium gate in the Hell fort, and cancelled the construction of the roof,

:(

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 12, 2011, 10:33:08 pm**

Ok fellas, I haven't had an update recently for a reason. My computer is in the shop due to hardware difficulties, and I will not have access to my save file until (at the very most) the end of the week. Right now I'm on a back-up computer, so I'll still be here. I just can't play. I do promise an update the day I get my computer back though!

:(

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 14, 2011, 08:42:41 am**

Dangit! I died in a hole!  
Can you redorf me as warrior then?  
Name: Velard  
Custom Profession: the Cheese Bonanza.  
Profession: Warrior, give me the strongest undorfed guy you've got! This time my death will be glorious! lol

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **December 14, 2011, 05:14:48 pm**

Sign me up for a turn! I've never done one of these before, and only one of my forts has ever breached Hell (ending in a massacre and abandon), so this should be !!Fun!!

Also, dwarf me:  
Name: Eldes  
Custom Profession: Samurai  
Profession: Swordsdorf, not untrained, if possible.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **December 15, 2011, 06:46:58 pm**

Sign me up too. I have been watching this since the start and I finally have the time! Our mead shall be warmed in !!Red Monster Tankards!!, Armok damn it!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 16, 2011, 02:59:14 am**

My computer is back from the shop. And the save is still in it! Hallelujah!  
I'll play a game tonight, I have time. I'll be dwarfing Velard and Eldes.  
I've already got interesting pics of what I've been working on before my computer got taken in.

PS. I feel warm inside whenever I see someone with one of my quotes in their sig :P  
Been quoted 5 times. /flex

E: Woops, time slipped by. New Terraria update. I'll have next episode up tomorrow, hopefully in the morning.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 16, 2011, 04:27:48 pm**

Mitchewawa is one of our best overseers so far! You rock, dude!  
(Also, love the TTGL reference in your title, TTGL FTW!)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 16, 2011, 06:33:23 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 6: Wishing you years of mental illness, signed Mitch.

I believe I have spent too much time in a concussed state. I feel like it's been a week, yet it hasn't even progressed a day. Oh well, here's the plan!

*Note: Since the beginning of construction, I have changed the layout of the front bridge.*

Repeating upright spike traps; the type demons can't simply step over (unlike weapon traps). Perhaps they dodge into the bottomless pit?

**1st Hematite:**  
Construction continues...  
...and the last of the ghosts has been put to rest. Well, there is this one who refuses to be engraved; a macedwarf I believe to have come from the caravan. Fuck you 'Rith Cattensomething'

Someone tried to mess with me but I fucked his shit up.

**16th Hematite:**  
15 days have passed and construction is nearly done! The walls, anyway. Oh, and we have a murder mystery!

This dog was last seen in hell, with the blood of two dwarves trailing behind it. A full investigation is underway to see if this dog was the murderer or just in the wrong place at the wrong time.

**25th Hematite:**  
A new lead on the murder case!  
There is blood all over this bedroom, plus a whole bunch of rock. Is it symbolism? Was he beaten to death with 20 diorites?

Two dwarves of the military have sworn an oath to some sort of higher power, a god of war. They've taken up new names. Good for them.

**But before I show their names, I have a special news report!**  
*Dear Previous Overseers*  
*What the holy fuck?*

*Wishing you years of mental illness, signed Mitch.*

**5th Malachite:**  
I got around to finding out more about Velard and Eldes, swordsmen with the either wacky or foriegn-and-untrustworthy professions of 'Cheese Bonanza' (I would've gone with 'Banana Bonanza') and 'Samurai' (some sort of elf word I think).

Spoiler (click to show/hide)  
Velard seems to like flings and gloomy-trolls for their macabre ways. She is a competent swordslady.

Spoiler (click to show/hide)  
Eldes is **one old motherfucker**. I have to commend him on surviving military service for that long. I also have to ridicule his mere competent level of swordsmanship after all these years, though I have to suspect that has to do more with the overseer's administration than Eldes's laziness.



Construction of the front is complete. I just have to install traps and set up the archer's post the floor above it and I've finished the defence part of my architectural plan. On a side note I knocked a hole in my new room for garbage disposal, and now everyone is using my room as their trash-hole. Oh well, I'm popular now.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 16, 2011, 07:16:46 pm**

Hahaha I like my new dorf already!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **December 16, 2011, 07:48:29 pm**

Awesome. I'm a cool old guy.

Also, I seem to have been missed on the Overseer list.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 16, 2011, 08:50:35 pm**

Is the Noticer of Things (Aka That Aussie Dwarf) still around?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 16, 2011, 09:20:07 pm**

Yeah, he's still alive. Noticed him in the job list while looking for suspended buildings.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 17, 2011, 02:34:41 am**

Quote from: Velard on December 16, 2011, 07:16:46 pm

Hahaha I like my new dorf already!

I just realised your last name 'Tuntholest' is two letters away from being an **incredible** cuss word. I'm not going to say it out loud, but the letters are 'c' and 'm', respectively.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 17, 2011, 11:07:54 pm**

Quote from: Mitchewawa on December 17, 2011, 02:34:41 am

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I lol'd heartily. Well played.

My next fort shall be named after this stalwart example of dwarven kind.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **December 17, 2011, 11:11:57 pm**

Wait I don't see it oooh I see it now.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 17, 2011, 11:52:34 pm**

Quote from: AnimaRytak on December 17, 2011, 11:07:54 pm

Quote from: Mitchewawa on December 17, 2011, 02:34:41 am

Quote from: Velard on December 16, 2011, 07:16:46 pm

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HAHAHA, that's genius. Velard Tuntholest the Cheese Bonanza, I originally wanted a male, but it seems that Armok has spoken. Please change my custom Profession to Spear Polisher. ;)

:suggestive:

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **December 19, 2011, 01:51:56 am**

Quote from: Velard on December 17, 2011, 11:52:34 pm

Quote from: AnimaRytak on December 17, 2011, 11:07:54 pm

Quote from: Mitchewawa on December 17, 2011, 02:34:41 am

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This is Deathgate; we have invaded Hell to grow strawberries! I don't think we understand subtly.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 19, 2011, 02:07:59 am**

Quote from: Eoganachta on December 19, 2011, 01:51:56 am

Quote from: Velard on December 17, 2011, 11:52:34 pm

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:suggestive:

This is Deathgate; we have invaded Hell to grow strawberries! I don't think we understand subtly.

Oooh, that is fun to do. The trouble is finding an adamantine spire you can get a straight vertical passage to Hell with. Well that and getting it through the cavern layers without letting the wildlife into the fortress

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **tryrar** on **December 19, 2011, 09:47:38 am**

yo am I still around or did my dorf bite it at some time? If so, redorf when available since we can't have one of the overseers missing from this!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 19, 2011, 05:54:24 pm**

1. I forgot to put in a title for chapter six! :P
2. Yeah, Tyrar is dead. Long live Tyrar II, legendary weaponsmith!
3. I'm playing right now, I'll have an update soon.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 19, 2011, 06:50:38 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 7: Worker Bees

#### 6th Hematite:

No! I've only got one wall to fill in to make the base tight!  
Demons approaching as well, from the north east!

March on, worker bees!

March on, know your enemy!

March along, with your blindfolds on!

March along, with your weapons drawn!

That fuckshitasshat is in **my room!**

Can Armok forgive what we've done?

Can we fight we fight to save our home?

Will we die to save our souls?

Mere meters away from rescue, and after putting up a **magnificent** fight, Ovg the Supreme, Lord Commander of the Dabbling Sheilds, the front line defence against the demons, was taken from us.

The brave defenders of Deathgate destroy the monster, fuelled by rage. Some in more sadistic ways than others. The slayers of both the Demon and the Forgotten Beast was a dabbling axedwarf; Irith Bersosh. The first Beast was also slain during the fight; a crossbow bolt to the head from forever away. No one had even noticed the lone marksdwarf sitting atop his fortification. No one has been infected with poisonous gases or bloods. We're safe.

It is now the 9th of Hematite; only mid summer. I've still got two and a half seasons to go.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **December 20, 2011, 04:49:06 am**

Can I pretty please have a status update on my dwarf?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Edmus** on **December 20, 2011, 07:43:11 am**

Yeah me too, please?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 20, 2011, 02:49:03 pm**

Quote from: Edmus on December 20, 2011, 07:43:11 am

Yeah me too, please?

Me three!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Flaede** on **December 20, 2011, 06:23:18 pm**

Epic. Dude who fell down the chasm deserves a SERIOUSLY boss tombstone/shrine.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 20, 2011, 10:48:11 pm**

Quote from: Flaede on December 20, 2011, 06:23:18 pm  
Epic. Dude who fell down the chasm deserves a SERIOUSLY boss tombstone/shrine.

They're not dead - they're scouting the lower levels of Hell!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 20, 2011, 11:31:48 pm**

Considering I just dorfed Vel, she's fine and still partying hard.  
NRDL is alive and well; a swordsdworf with two crundles on his kill list. Good for you.  
Edmus is marked as undwarfed on the main page, and I can't find him in the unit list. He's presumed dead.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Epithemius** on **December 21, 2011, 01:27:19 am**

Can I get a dwarfing?  
Name: Epithemius  
Job Name: Rudimentary Surgeon  
Profession: Diagnostician/Butcher  
The more emotionally damaged and nearing insanity, the better.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 21, 2011, 02:33:05 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 8: Skulls for the skull pile/Promptly shat his pants

There's a room above the archer station, in the base of hell. I've been meaning to find a use for this room. Coincidentally, I know whenever dwarfs look at my masterful creation in hell, at how I expanded the base to twice its original size and made it safe, I know they'll only think of how it benefits them. Not at how great I am!

Now I know these dwarfs; I have lived with them a long time. And I thought I knew the methods of our overseers; benevolent and calculated, but I was wrong. They're insane and self serving. And it worked! Dwarfs here; both common or official, do love one thing though. Macabre monuments. The BATTERY, the Demon Skull and the Temple to Armok are just examples.

I shall make a macabre monument; and I shall be the first one to do so. IN HELL.

#### 12th Malachite:

Derm, our mayor, in his **rather fucking pimpin'** garbs, is trying to extract metal strands from raw adamatine. He's being pestered by some unhappy dwarf. I want my admantine; I need it for the spike traps at the front gate.

Coincidentally, I've ordered our top mechanics to fashion high-quality mechanisms for the spear traps. No lolligaggin'.

This will keep the god damn sadists happy until I can get the actual project running.

Boohoo.  
**What the hell?** You god damn pussy!

#### 17th Malachite

Spoiler (click to show/hide)  
Met an interesting fellow by the name of Epithemius. Tells me he's a Rudimentary Butcher, and that he's a total moody badass. He's even got the scars to prove it. Ok.

Seems the previous overseers reaaaally loved their copper. Smelters only smelting copper; not adamantine. Note to self; slap them all in the head.

Derm's [MANDATE] for bismuth bronze items is getting on my nerves. I'm refusing to oblige; it's the principle!

#### 25th Malachite:

So ends a boring, uneventful month. Someone spotted a demon on the horizon and promptly shat his pants. Oh! Here's the completed front gate!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 21, 2011, 07:52:44 pm**

That's not so much as a dwarf as it is a giant, walking mass of scar tissue.

Also, how's my dwarf doing? OVG Redwarfed me I believe.

EDIT:

We got nominated for a Dwarfey (<http://www.bay12forums.com/smf/index.php?topic=97738.0>).



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **December 22, 2011, 12:17:46 am**

Clearly, The Mad Fool has been using him for surgical experimentation. Either that or he's the clumsiest butcher to ever wield a cleaver.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 22, 2011, 03:35:36 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 9: xXPig Tail Masturbatory AidXx

I've noticed an incredible amount of debris outside of our gates into hell; high quality armours and weapons. There's even an **artifact adamantine spear** just lying there. I've ordered them to be reclaimed. Not everything however; I do not want to send dwarfs to their deaths in order to pick up some shitty little xXPig Tail Masturbatory AidXx

**4th Galena:**  
How delicious!

There is some uncultivated adamantine in our tunnels just left to be mined. Considering how we have literally **0 idlers**, this may take some time.

Sometimes I think people are just too busy to memorialise the dead. Such a shame. I've ordered a slab to be (eventually) made.

**7th Galena:**  
Tyrar the Third said hello to me today, to remind me he still exists. Good for him.

The speed of construction on the walls and floors of the second and third floor of the base in hell has increased dramatically! My mechanics tell me that 'Because of your upgraded 'Com-poot-tor' your 'Ef-Pee-Es' has increased." I don't know what that means but it sounds great. They tell me my 'Ef-Pee-Es' has gone from ten to sixty. That's like, five times more!

What is this, some kind of ghost convention?  
What was that, some kind of simile?!

They took the xXMittensXx off his skeletal hand but not his adamantine gauntlet?

**8th Galena:**  
A pack of dogs were jumped on by a trio of demons. The good news is that those mangy mutts will stop attracting demons to our gates. The bad news is that those mangy mutts just attracted demons to our gates. I really have to install an insane-proof door in there.

As luck, or divine intervention, would have it the demon is off chasing a goose. And the goose is outrunning the demon. We have time to muster a 'defence'.

Alas! Tyrar the Third, who very recently told me he was alive, is about is about to die! Help is only meters away!

## Who shall triumph? Find out next episode; Chapter 10: Ultimate Muscle!

And yes, it is a coincidence you got caught picking up equipment by demons soon after asking me about your status :P  
Oh and I think AnimaRytak is still alive.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 22, 2011, 04:42:03 am**

Quote from: ThatAussieGuy on December 06, 2011, 05:30:12 am

Quote from: Mitchewawa

**19th Granite:**  
I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!

Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.

Turns out that if you use up ramps you can, infact, build up. I'm not 100% on down ramps.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 22, 2011, 06:27:27 am**

Quote from: Mitchewawa on December 22, 2011, 04:42:03 am

Quote from: ThatAussieGuy on December 06, 2011, 05:30:12 am

Quote from: Mitchewawa

**19th Granite:**  
I have made a great discovery! On the construction of a roof for our hell-post, I accidentally ordered a floor built over one of those glowing pits. It turns out that construction over these strange glowing pits is in fact, possible. I will make myself some nice little chambers in this greatly lit area!

Indeed you can. There is however a bug - you can build atop a Glowing Pit from the side, but you cant build down onto one with an Up Stair even though there's a staircase above it leading downwards.

Turns out that if you use up ramps you can, infact, build up. I'm not 100% on down ramps.

I meant on the actual "Glowing Pit" tile at the very bottom. You can build atop one from the side, but not down from above with an downstair/upstair

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 23, 2011, 02:48:55 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 10: Ultimate Muscle

Tyrar was killed instantly. The top of his head was punched off. That wasn't surprising...  
...and this was. Where the fuck did **they** come from?!

This will be a catastrophe. Two demons in our base, another out the front. The demon-squad is stuck outside, scattered. Tyrar is a goner, the pack of dogs that lead them here put to death. A gander is idly mauled. We cannot stand around while these demons take away our beloved pets! Battle stations!

And in a stunning act of insight, the squad scattered outside cut their losses (Tyrar) and came inside. Armok has sent us a mechanic, for we are not beyond repair!

[  
Not everyone made it inside. A lowly lye maker, obviously a scene-punk who liked the macabre look of hell did not want to get inside with all of the conformist dwarfs. Good for him; now he really can go to the depths of hell (because he fell in).

The demon hunters strike down the two demons in our walls, suffering only one broken wrist and one shattered femur. Two more demons exist out the front of our gates, but I managed to seal up the gate. However, I have discovered a back door to our little base...

Soon. Two demons at once. A test of our... 'might'. We should find a way to literally freeze hell over, so this does not happen again. Either that or find a way to keep our dogs on a leash.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 23, 2011, 02:53:36 am**

I don't suppose you have any random caged animals you can just chain up as meatshields before that route is properly sealed?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 23, 2011, 03:16:22 am**

Nah, the two demons are like thirty seconds away from coming in. That is unless their pathfinding takes them somewhere else...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **December 23, 2011, 11:53:08 am**

Quote from: Mitchewawa on December 23, 2011, 02:48:55 am  
We should find a way to literally freeze hell over, so this does not happen again. Either that or find a way to keep our dogs on a leash.

I am 100% in favor of the first option. Leashes are for elves.

No, seriously, we should find a way to put elves on leashes.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **magmaholic** on **December 23, 2011, 03:40:17 pm**

i propose an MEGAPROJECT!  
build an AI to hell.  
lookie <http://www.bay12forums.com/smf/index.php?topic=96243.0> (<http://www.bay12forums.com/smf/index.php?topic=96243.0>) if you agree :3

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 23, 2011, 06:48:30 pm**

Quote from: magmaholic on December 23, 2011, 03:40:17 pm  
i propose an MEGAPROJECT!  
build an AI to hell.  
lookie <http://www.bay12forums.com/smf/index.php?topic=96243.0> (<http://www.bay12forums.com/smf/index.php?topic=96243.0>) if you agree :3

Thaaat's not going to happen. Not enough flat space in hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **magmaholic** on **December 23, 2011, 08:06:00 pm**

Quote from: Mitchewawa on December 23, 2011, 06:48:30 pm  
Thaaat's not going to happen. Not enough flat space in hell.

pity.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 23, 2011, 08:18:52 pm**

I propose a dwarven water reactor in Hell. With a water channel down from the surface/cave lake to refill it via levers rather than buckets.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 24, 2011, 12:02:37 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 11: +Roasted Doom Tallow+

I cannot stress how close we came to defeat. We **just** managed to get the hole walled over, and even then I had to sacrifice a dwarf to do it.  
Our army is too weak. Poorly trained. Our champions killed in ages past. We're sieges down below.  
Can't sleep, clown'll eat me.  
Can't sleep, clown'll eat me.  
Can't sleep, clown'll eat me.

**9th Galena:**  
Edmus, the swordsdwarf with a broken leg, was forced to rest on the corpses of two demons before being taken to hospital. Woe is the state of Deathgate, home of the +Roasted Doom Tallow+

I had to tear down portions of floor on my archer section; they are to be replaced by walls in order for archery ranges to be built. I hope to someday move all of our military to the hellbase. Perhaps I'll keep one up high in case of goblins.

Frying Doby, a legendary cook(!!!) has been possessed. I do hope to keep him alive; he's a proficient macedwarf too. Perhaps I'll draft him to replace Ovg...

Oh, he took a leatherworker shop. I don't care.

Human merchants have arrived. I have no idea where the trading post is...

A recruit has been jailed for 51 days pending his failure to create bismuth bronze items for Derm. Coincidentally, I still don't care.

I found the trading post, and I do not have any idea what it is we make. I settled with 'crafts'.

**24th Galena:**  
Frying Doby has begun his mysterious construction! A random assortment of raccoon leather, llama wool, cloth, marble(?), cat bone, copper bars, gold blocks and crystal. I do hope it's something we can use to kill something with,

Hell is miasming. The dwarf who is rotting is probably someone's friend. This shall bode poorly for the overall sanity and well being of the fortress.  
Okay, it's starting to really miasma. The stench has filled a large part of the cavern with purple mist. My dwarven engineers tell me the radius of the stink-bomb is around 20 blocks, leaving a diameter of 40.

I'm getting annoyed at the 'Warm stone' alerts. I'm trying to mine adamantine in the semi-molten rock. Speaking of which, adamantine production is too slow. I've ordered 5 new stations in order to extract their scrumptious strands.

It's a raccoon leather shield! Finally, an artifact we can kill something with! And valued at 54k, our prestige is also increased. The higher-ups shall be pleased.

That is a lot of miasma. I think I need to create more coffins for that smelly body.

I've cancelled the creation of green glass vials, clay bricks, and copper bars in order to speed up the adamantine extraction. All dwarfs have been given the duty of extraction. All smelters are set to adamantine wafers. With 134 new volunteers for extraction, production is set to increase.

**12th Limestone:**  
Child labour.

This is what you get for child labour.

I traded with the humans. Our +Cat Skull Totems+ are unparalleled!

Ewww.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 24, 2011, 06:52:15 pm**

My old dorf's ghost had better do something murderous if my new dorf doesn't do anything lecherous.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 24, 2011, 07:29:39 pm**

The miasma in hell is there to taunt the demons.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 24, 2011, 09:50:57 pm**

Quote from: AnimaRytak on December 24, 2011, 07:29:39 pm  
The miasma in hell is there to taunt the demons.

Deathgate has smashed, dismembered, burned, tormented, taunted, raped, trapped, sealed in obsidian, and made gourmet meals out of demons.  
What other things could we possibly do to further increase their humiliation?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Hitty40** on **December 24, 2011, 09:52:22 pm**

Quote from: Velard on December 24, 2011, 09:50:57 pm  
Quote from: AnimaRytak on December 24, 2011, 07:29:39 pm  
The miasma in hell is there to taunt the demons.

Deathgate has smashed, dismembered, burned, tormented, taunted, raped, trapped, sealed in obsidian, and made gourmet meals out of demons.  
What other things could we possibly do to further increase their humiliation?

Flood it?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **December 24, 2011, 09:53:04 pm**

Grow sunberries.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 24, 2011, 10:06:51 pm**

Okay, so maybe there's plenty more to do. :P

On another note, from what I've been reading, HFS may not be the deadliest thing to hit a fortress after DF 2011.  
A Vampire Fortress might be worse- if everyone's a vampire, you'll have to pull serious string to make sure everyone has enough blood to drink, or vamp-dorfs will start dying quickly.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **wlerin** on **December 24, 2011, 11:11:25 pm**

Quote from: Velard on December 24, 2011, 10:06:51 pm



Okay, so maybe there's plenty more to do. :)

On another note, from what I've been reading, HFS may not be the deadliest thing to hit a fortress after DF 2011. A Vampire Fortress might be worse- if everyone's a vampire, you'll have to pull serious string to make sure everyone has enough blood to drink, or vamp-dorfs will start dying quickly.

That's true, of course, but they won't be magically added to Deathgate, even if it is save compatible (which I doubt). Oh well. Bloodgate will have it's turn.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **December 25, 2011, 12:14:23 am**

Hahaha! After Bloodgate has an army of superdwarvenly strong Vampdorfs, they can invade and control the HFS twice as fast as Deathgate did! But until then, Deathgate will work on researching the various 2 million uses for demons. And the amount of recent deaths is very dorfy. Have you considered cremating dorfs instead of burying them? Saves space, and it's dorfier.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 25, 2011, 02:57:36 am**

I still think you guys should build a giant DeathGate demonhead logo on the floor in Hell out of Adamantine

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 25, 2011, 11:37:10 pm**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 12: Rupture all of our anuses

Construction continues; damned to be known as an insane idiot, I'm a practical one!  
And I would like to take a moment out of my time to remind everyone the sheer size of our great fortresses history;

Deathgate's story will never stop being written. Whether, like today, etched onto adamantine-plated gold-gilded obsidian stone, or like the past, etched into the side of a deceased, half-eaten dwarf. Deathgate's story will not die.

#### 14th Limestone:

Our Dwarven civilisation does not have any important leaders. I assume this means we'll never receive a monarch?

Moods are low, people have had to suffer such tragedies as 'Suffered the death of a pet', and 'Had to eat a spouse to survive'. It's depressing. If only they had some free time to appreciate our fine statue gardens and dining rooms. Make friends. Make new spouses?

#### 20th Limestone:

Migrants! Lighten the load lads; get some rest! We have wagon-people here to do our jobs for us!

Found a cat just lying around like this. Can't be a good sign. Coincidentally, a stray pup died of infection.

#### 24th Limestone:

Had to knock down bits of wall to accommodate new archery rangers. I hope no demons show up to rupture all of our anuses with their demonic phalli. Gives us a chance to bury the dead though. The engineers have told me that "Dwarfs pathing to hell has dropped my 'Eff-Pee-Ess' from 30 to 10." That can only bode poorly to the dwarf-time continuum.

This places suffers from some incredible base length issues. There are many jobs requiring people to walk over great distances, back and forth. Farms close to the surface, whereas our living rooms are close to hell. Workshops over a days walk. Stockpiles on the other side of the world! This is madness!

#### 7th Sandstone:

Things are looking up. I've yet to see more than 4 depressed dwarfs, construction is progressing well.

This great beast cannot reach us, as the cavern layers have been walled off. It's rather interesting to see this thing wonder around, sniffing the fungiwood trees and stepping in cave spider webbing.

#### 23rd Sandstone:

My my, two months gone by and this journal page isn't even full. Armok bless uneventful days(?)

Ordered a section of floor removed, at the bottom of the hellbase. The part that wasn't covering a section of the abyss. Why was it even there? I could have used those rocks.

The demons have moved away from our base. We are no longer under siege; now I can be safe knowing that I can knock down more wall blocking construction. We can also bury more of our dead stuck outside.

#### 10th Timber:

You know, I liked it better when I was fearing for my life. Less boring. Man, do I hate all this progress, well being and hope... Hope we're attacked soon!

#### 14th Timber

You know, I haven't had a good look at our front entrance. The outdoors scare me. There are a **lot** of traps; perhaps someone should have done this in hell? There's a drop trap, a ballista battery, weapon trap rows, cage traps... It all looks menacing, especially with its spikes of iron and gore.

Goblins ambushed the cage-trap hill. OoOOOHoOHooHoOOHooo...

A peasant with no skills in anything has entered a secretive mood. Everyone get ready; the high and mighty woodcrafters are going to have another in their ranks.

Production has started. Upright spear traps shall soon be placed.

I've ordered Ovg's peacock and her children slaughtered. Not like he'll need them now.

26th Timber:

Construction nearing completion. Production started. 3 months past. No casualties, injuries, or anything interesting of any kind. People have told me some magnificent ideas to pass the time; make a logo in hell, flood hell, make a new BATTERY in hell... None of which I either have the know-how, time or resources to do.

Oh, I was wrong. He's not a woodcrafter now, he's a mason. Much better!

6th Moonstone:

Last season until the new election. Iiiiiim so boooooored. Now I hope I don't get re-elected.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 25, 2011, 11:52:32 pm**

You make a logo in hell by just laying down adamantine floors in the shape you want.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 26, 2011, 06:25:02 am**

Nah, I'm currently using the adamantine. I am making 90 menacing spikes.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 26, 2011, 09:40:35 am**

Quote from: Mitchewawa on December 26, 2011, 06:25:02 am  
Nah, I'm currently using the adamantine. I am making 90 menacing spikes.

That'd be even ***better***. What else says "Deathgate" better than the demon-face logo in admanatine spikes upon the surface of Hell itself? I'm sure there's some half-crippled dwarf that can be used as a lever-puller somewhere...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **December 26, 2011, 10:26:22 am**

I'm still in favor of freezing over Hell. It seems...appropriate.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **December 26, 2011, 12:39:18 pm**

We should collect the blood of our enemies. Tap it off the caged goblins and trolls and use the blood as paint in hell. We can sneak into the demons homes and paint "fear us" on their walls. "Now you know why you fear the dwarfs."

Hell will fear our existence. No longer are they the demons. Those coredwellers will fear us the true demons!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Algeroth** on **December 26, 2011, 01:26:46 pm**

So, What was Al the whole time doing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 27, 2011, 02:32:07 am**

Quote from: Algeroth on December 26, 2011, 01:26:46 pm  
So, What was Al the whole time doing?

Al is a fucking **grand master** marksdwarf. Impressive!

Quote from: The Mad Fool on December 26, 2011, 10:26:22 am  
I'm still in favor of freezing over Hell. It seems...appropriate.

It's only just early winter right now, and the tiny brook has already frozen over.

Quote from: ThatAussieGuy on December 26, 2011, 09:40:35 am  
Quote from: Mitchewawa on December 26, 2011, 06:25:02 am  
Nah, I'm currently using the adamantine. I am making 90 menacing spikes.  
  
That'd be even ***better***. What else says "Deathgate" better than the demon-face logo in admanatine spikes upon the surface of Hell itself? I'm sure there's some half-crippled dwarf that can be used as a lever-puller somewhere...

It slipped my mind, but there's no room in hell for a demon-face logo. It's hilly. Besides, making another demon-face would just be derivative

E: Ohh! I forgot to mention! Earlier on when I stopped posting for a week due to my computer getting upgraded, I made friends with the computer shop guy because he noticed I had Dwarf Fortress on my computer. When I picked the computer up we talked for about half an hour on methods for killing everything (demons, goblins, elves, immigrants). Man I love this game.

EE:

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 27, 2011, 03:52:26 am**

Quote from: Mitchewawa on December 27, 2011, 02:32:07 am  
It slipped my mind, but there's no room in hell for a demon-face logo. It's hilly. Besides, making another demon-face would just be derivative

Fair enough

Quote from: Mitchewawa on December 27, 2011, 02:32:07 am  
EE:

And it was crafted in a cave! WITH A BOX OF STONES!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **December 27, 2011, 07:16:20 pm**

Quote from: Mitchewawa on December 27, 2011, 02:32:07 am

EE:

I love this fort. What other fort has legions of Iron Men in their lore, a sword made out of demon fire, and enough gore to make eight Gorn films?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **December 28, 2011, 12:23:26 am**

## The life of Mitchewawa, Ruler of Deathgate

### Chapter 13: Wonder If Anyone Reads My Titles or Champion of Armok or I would bear his children or The Final Chapter

**23rd Moonstone:**  
Construction nearly completed. Wafers nearly smelted. Adamantine spikes barely started.

**4th Opal:**  
Sigh, so bored.

**1st Obsidian:**  
I've noticed some...  
... strangely redundant roads.  
Also some twat decided to make a forge out of adamantine. Fuck whoever did that.

Goblin ambush. Some poor sucker is getting chased...

**...and he just fucking killed someone!**

**And a fucking 'nother one!**

### HOLY FUCK. WE MIGHT JUST HAVE A CHAMPION OF ARMOK RIGHT THE FUCK HERE.

**I am so fucking glad I got to see that!** One dwarf, no skills, a fucking bronze axe, just took down four goblins on his own. Without jumping off the bridge. Now unfortunately, all extremely cool things must come to an end...  
He was taken down by a whole team of goblins; at least another 5. He died knowing that I want to bear **so** much of his seed.  
'Tis a sad yet glorious way to spend my last day as overseer.  
Fare thee well, olde faithful occupation companion.

Here is what I've done so far to the hellbase:

Soon I shall expand our crafting section to accommodate more craftdwarf shops and forges; our strand extraction and spike forging is being outpaced by our wafer creation. Here is the gist of it:

To future overseers;  
Oh I wish I had more time, I'd use an abandoned adamantine shaft to aqueduct water into hell. However, I've been busy as fuck. I've only got one month left, and most of that will be spent on the new crafting stations. If you're stuck, I have a to-do list for you to complete.

- Next overseer to-do:**
- A legendary carpenter just went fey. Do what he asks.
  - There's still some goblins out the front, I've got my super awesome updated burrow and alert going, so your dwarfs shouldn't run outside.
  - Finish off the adamantine spikes, get all 90 of them.
  - ~~- Finish off crafting stations (if I haven't), you'll need 'em to speed up spike production.~~
  - Place all 90 spikes across 9 different **UPRIGHT SPEAR TRAPS** (not weapon traps!) across the section labelled '12' on my map.
  - ~~- Keep your workers protected in hell!~~ I blocked off all access to the outside.
  - Link them all to **one** lever, preferably near the living area (hotkey F4). Use only the **finest** mechanisms (if affects hit chance).
  - Keep said lever on repeat and lock the door behind my front gate to stop dwarfs from stepping on your spikes.
  - If you want to create an aqueduct of water or magma (I damn hope water, a well in hell would be nice as fuck), use the abandoned (and closed over) adamantine spire south of the main hellbase entry spire. I think people still use the top part of that spire to get to and from somewhere, so be sure to make a shortcut to wherever it is they're travelling.
  - I believe the military and its schedule could use some working on. Not everyone is equipped with adamantine armour, though I do believe they're thoroughly supplied with enough weapons. Nearly everyone is poorly trained (except those fucking marksdwarfs).
  - Have **fun!**

Notice how my final update was my 13th post? Anyway, I have posted exactly 87 pictures during my time as overseer. It was a great experience, and I have learned massively from it.  
Now here's your save, don't get us all killed (especially me, whose house is at the bottom of hell):

Save (<http://dff.d.wimbli.com/file.php?id=5300>)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **December 28, 2011, 12:32:41 am**

...wow. I can think of no better way to end Mitchewawa's most excellent reign than with a woodcutter with no combat skills killing four goblins singlehandedly before subsequently dying a glorious death in battle.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ThatAussieGuy** on **December 28, 2011, 12:50:55 am**

That was a glorious end to your turn, Mitchewawa. If that dwarf had survived, I was going to suggest that he be removed from the list of dwarfable candidates for badassery of the highest order.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **December 28, 2011, 02:17:06 am**

I think the fact he died was partially my fault. I assumed Logem the Ultimate Badass would've gone inside to treat his wound, but instead he stayed outside to pick up a **xxPig tail trenchcoatXx** off one of the bodies to hold his gigantic balls. Didn't see the second squad of goblins either.

E: I think the funniest thing is that his only status ailment from losing a fucking **hand** was not 'Extreme Pain', instead he felt a little thirsty. Lucky he had his axe in his left hand.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **December 28, 2011, 05:37:08 am**

Oh how I wished that dwarf had lived. I would've ordered that axe bound to his right nub and changed his name to Logem Goblinraper, the Ultimate Badass.

Alas, that shall not happen.

Flaede has been notified of his turn. Damn fine work Mitchewawa! You made our dwarves proud.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ThatAussieGuy** on **December 28, 2011, 06:45:38 am**

Quote from: Mitchewawa on December 28, 2011, 02:17:06 am

E: I think the funniest thing is that his only status ailment from losing a fucking **hand** was not 'Extreme Pain', instead he felt a little thirsty. Lucky he had his axe in his left hand.

Of course he was thirsty! ***Thirsty for BLOOD!***

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **BullDog** on **December 29, 2011, 05:38:05 pm**

nm.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **AnimaRytak** on **December 30, 2011, 07:17:04 am**

Flaede hasn't responded. It's velard's turn now.

He has until January 1st, 2012, at 7:30 AM Eastern Standard Time to respond. (He'll get this in a PM of course.)

God damn that date looks ominous.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **ThatAussieGuy** on **December 30, 2011, 07:42:51 am**

Quote from: AnimaRytak on December 30, 2011, 07:17:04 am

Flaede hasn't responded. It's velard's turn now.

He has until January 1st, 2012, at 7:30 AM Eastern Standard Time to respond. (He'll get this in a PM of course.)

God damn that date looks ominous.

Might want to give Flaede till Jan 2nd to be on the safe side - public holiday and all that

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **December 30, 2011, 07:48:49 am**

First come, first serve; Velard or Flaede.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Velard** on **December 30, 2011, 06:50:03 pm**

I would LOVE to take over right now! However, I need to make sure I don't screw myself over at school first. I'll be ready to take over no later than mid-January. I hope Flaede can take over after the holidays! If not, maybe Rytak should take over, having Deathgate go idle, even temporarily would be a shame. Gotta keep the BUMP-fires lit!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Flaede** on **December 31, 2011, 03:48:22 pm**

I'm good to go. It'll take me a while to post a report, though. No consistent internet access. Downloading the save now.

The previous turn was epic. Not sure how I am going to live up to that.

(hehe. Catskull totems)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **weq15** on **January 01, 2012, 01:32:53 am**

make a sunberry farm IN HELL  
and we need a dining room IN HELL so we can dine IN HELL  
and we need to find out how to use the fire sword

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 01, 2012, 05:58:16 am**

I contemplated a dining room in hell, but that would be counter productive because there is one a few stairs up along with the rest of the area. Oh, and we already have a farm in hell.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **January 01, 2012, 06:28:45 pm**

Controlling the firesword would be awesome. Or maybe create a weapon trap with it. hehehe

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **weq15** on **January 01, 2012, 10:00:54 pm**

don't sunberries & Wild strawberries  
need a direct line to the sky to grow  
so we need to farm them IN HELL  
to spit in the face of the demons

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 02, 2012, 04:07:35 am**

sunlight needs to  
penetrate  
through the  
adamantine shaft  
and that's logically impossible.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **weq15** on **January 02, 2012, 04:49:11 am**

you just need to find the right shaft

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 02, 2012, 05:09:47 am**

Quote from: Mitchewawa on January 02, 2012, 04:07:35 am

sunlight needs to  
penetrate  
through the  
adamantine shaft  
and that's logically impossible.

I've done it. Look at the link in my sig and check ~~around the 30-40 page mark~~ Page 27.

(edit: Went and hunted it down for the curious)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 02, 2012, 05:13:48 am**

Quote from: ThatAussieGuy on January 02, 2012, 05:09:47 am

Quote from: Mitchewawa on January 02, 2012, 04:07:35 am

sunlight needs to  
penetrate  
through the  
adamantine shaft  
and that's logically impossible.

I've done it. Look at the link in my sig and check around the 30-40 page mark

Haha, aside from the legendary Checkerboard of course.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blead** on **January 02, 2012, 02:27:24 pm**

Quote from: Mitchewawa on January 02, 2012, 04:07:35 am

and that's logically impossible.

How did that argument ever stopped any dwarf from trying?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 02, 2012, 07:37:25 pm**

Quote from: Velard on January 01, 2012, 06:28:45 pm

Controlling the firesword would be awesome. Or maybe create a weapon trap with it. hehehe

That might actually work... A flaming sword in a weapon trap at the entrance to Deathgate should set fire to everyone who tries to get in.  
:D  
I just feel sorry for the !!dwarf!! who is singled out to build it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 03, 2012, 12:01:49 am**

Quote from: Blead on January 02, 2012, 02:27:24 pm

Quote from: Mitchewawa on January 02, 2012, 04:07:35 am

and that's logically impossible.

How did that argument ever stopped any dwarf from trying?

In fact, if you check my wrapping-up picture-fest, you will note that I found a possible route to do this for a 1x1 farm. That said, I'm not 100% positive, and you need to go through watery cavern, but it may work.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 03, 2012, 01:05:48 am**

Quote from: scaliper on January 03, 2012, 12:01:49 am

Quote from: Blead on January 02, 2012, 02:27:24 pm

Quote from: Mitchewawa on January 02, 2012, 04:07:35 am

and that's logically impossible.

How did that argument ever stopped any dwarf from trying?

In fact, if you check my wrapping-up picture-fest, you will note that I found a possible route to do this for a 1x1 farm. That said, I'm not 100% positive, and you need to go through watery cavern, but it may work.

If it's over an unused area of Hell, you might as well tap into the lake from below with a novice miner. Chances are, it'll probably flow down a Glowing Pit somewhere.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Flaede** on **January 03, 2012, 01:06:11 pm**

HOLY CRAP LAG!!

and, um. Happy New Years, Deathgate. Things are progressing. Slowly. This fortress is twisted, utterly mad, and I like the weapon trap idea, I'm just not sure I could stand the lag the melting of dwarves would create. Better update next time.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 03, 2012, 04:29:20 pm**

Haha, yeah, Deathgate gets impossible lag. Just wait until you tear down the wall blocking pathing to hell; and watch your FPS fall faster then a dwarf who dodged into a volcano.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **EmeraldWind** on **January 03, 2012, 10:23:26 pm**

Quote from: Mitchewawa on January 03, 2012, 04:29:20 pm

Haha, yeah, Deathgate gets impossible lag. Just wait until you tear down the wall blocking pathing to hell; and watch your FPS fall faster then a dwarf who dodged into a volcano.

The irony of this is the FPS will fall so fast, it would make the dwarf falling into a volcano take longer to hit the magma thus making the statement even more true.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 05, 2012, 12:31:54 am**

Oh, Flaede, I forgot to mention something!

Occasionally what's left of the Sanity likes to kick itself in the head and the game crashes. Save often. And rarely the game will keep crashing soon after a certain point; if you get near this point just keep reloading the save, play for about 30 seconds, then save again. About 3 saves and sanity will chain itself back up and everything will be fixed.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Bengan** on **January 05, 2012, 04:05:02 pm**

I was hoping that i could be Dorfed in :D

Dorf: Bengan McLowAim  
Job Name: Archer  
Profession: Crossbow

I would like it if you Dorfed me as one in the military, who is using long raged weapons.

on another note; i am currently astonished by this fortress feats. ("Slow Clap")

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Velard** on **January 05, 2012, 11:23:10 pm**

How's my dorf holding up?

Where exactly is the !!firesword!!? I remember it got locked in a secure room. Several dwarves became !!dwarves!! in the process. :D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 06, 2012, 08:14:07 pm**

Flaede? It would be nice if we got regular updates. It'd be nice to know what's going on if you're still playing it.

Cheers.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **January 07, 2012, 06:49:39 pm**

For what it's worth, while we wait...Anyone got any thoughts on those t-shirts? I'd love to do something like that. :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Velard** on **January 07, 2012, 07:06:47 pm**

Hearing that people went to a Dwarf Fortress meet wearing those shirts would make my day. Or month, for that matter. :D I'd love to see that happen

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **January 07, 2012, 08:13:50 pm**

Quote from: Velard on January 07, 2012, 07:06:47 pm

Hearing that people went to a Dwarf Fortress meet wearing those shirts would make my day. Or month, for that matter. :D I'd love to see that happen

So would I. Heck, I'd even make 'em. However, I don't have the time or resources. I'm wondering if anyone else does, or at least knows where to get them?

E: I did some quick internet searching. Customink looks good, but that thing with the accomplishments on the back is questionable. I've sent in a query to their CS department, to see if it's doable.



Also, how does everyone feel about the font? There would, of course, be a bigger picture, but the software on their site only allows me to make the image that size. The font itself...seems a bit "sport"ish to me, but it was the best they offered. Again, might have to work on a custom request, although that'd probably boost prices a bit. :(

EE: On the other hand, they could be uploaded as images. How does everyone feel about these?



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 08, 2012, 02:01:17 am**

I reckon you could take a dozen memorable quotes and post them in small snippets all over the back.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 08, 2012, 07:36:11 pm**

Quote from: Mitchewawa on January 08, 2012, 02:01:17 am

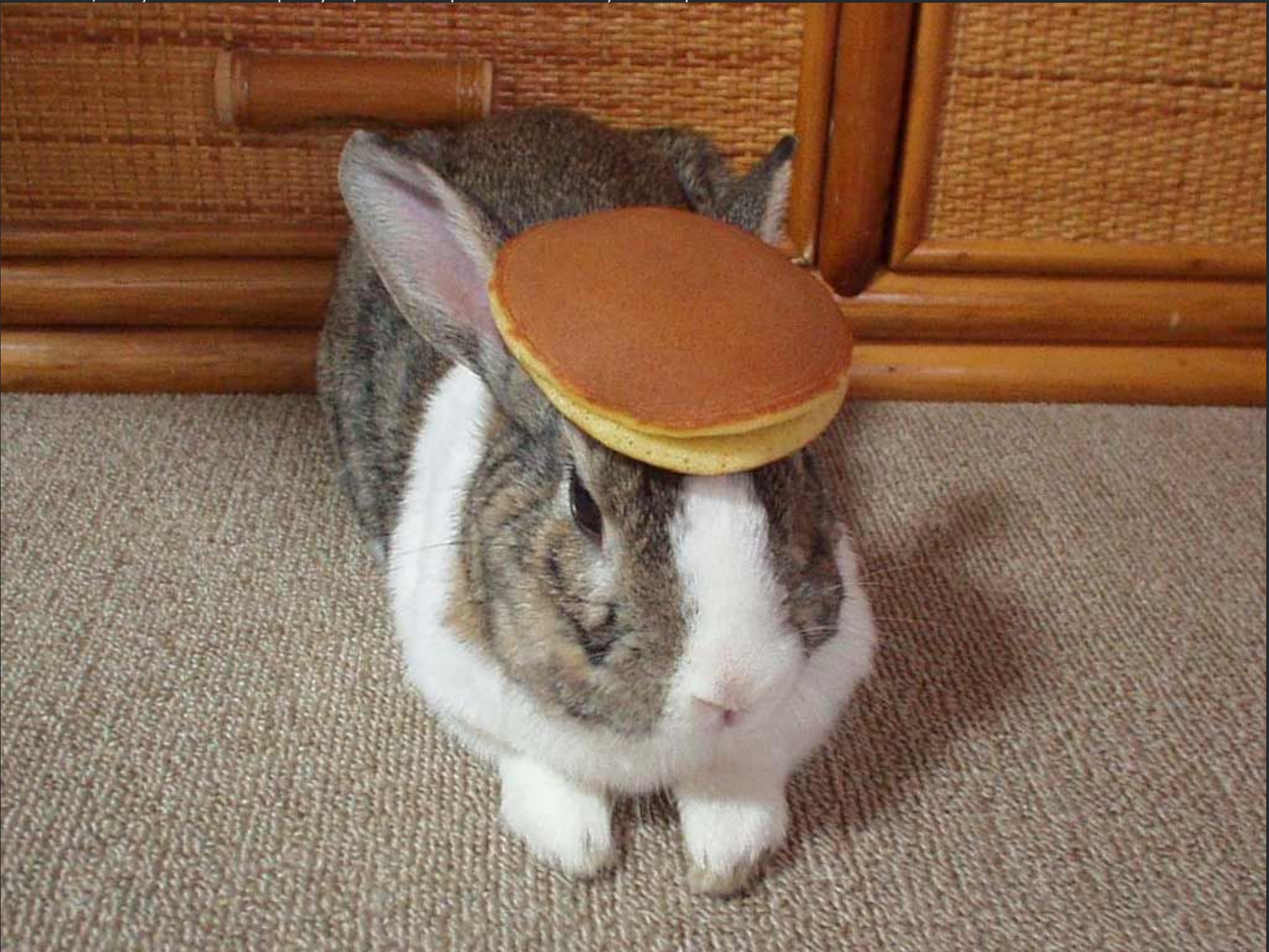
I reckon you could take a dozen memorable quotes and post them in small snippets all over the back.

Actually, I'm still liking my original idea. See here (<http://www.bay12forums.com/smf/index.php?topic=84451.1050>) for the beginning of the discussion. Font's all wrong, of course, and the back needs to be touched up, but still...(also, back is personalized for the ruler, and the quote is chosen by them)

Speaking of which, I got a reply from the lead CS guy. It's possible, but we won't get the group rate. If we can finalize what we want it to look like(personally, I'm mostly stuck over fonts, but I'm leaning towards that excello), I'll see if I can't set up a way to get the template shared with everyone so that they can order their own. As trustworthy as I like to think I am, I can't see y'all just up and giving me your addresses and a way of billing you, and I suspect there's probably a rule against that as well :P

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 08, 2012, 07:48:34 pm**

Misclicked, sorry! To make it up to you, here is a picture of a bunny with a pancake on its head.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 08, 2012, 09:05:54 pm**

It's been a week since Flaede was even online; I think the turn should shift to Velard.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **January 08, 2012, 10:45:44 pm**

Can't. Probably won't be able to grab the reins for like 2 weeks.  
I only have enough have time each day to quickly check the interwebs.  
Sorry for not being available, Deathgate! Flaede, pump out an update soon, k?

P.S. - When my turn comes around, I'm going to pull out all the stops to fix Deathgate's insane !!FPS!!, even if it involves sacrificing livers to the ghost of **Paindeer!**

P.P.S. - My birthday is on the 16th! Raise your ✖demon bone chalices✖ in rejoycement!

P.P.P.S - If you guys could see a picture of ONE thing from Deathgate made into a plushie, what would it be?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 08, 2012, 10:47:07 pm**

Flaede's turn is over. Since Velard cannot take the reins, would Eldes be willing to take his turn now?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 08, 2012, 10:48:35 pm**

Quote from: Velard on January 08, 2012, 10:45:44 pm

P.S. - When my turn comes around, I'm going to pull out all the stops to fix Deathgate's insane !!FPS!!, even if it involves sacrificing livers to the ghost of **Paindeer!**

P.P.S. - My birthday is on the 16th! Raise your ✖demon bone chalices✖ in rejoycement!

P.P.P.S - If you guys could see a picture of ONE thing from Deathgate made into a plushie, what would it be?

Wait...did I miss a memo? Paindeer is dead?!

Also, salud! (takes quaff of demon blood)

Also also, I vote paindeer ;) although the logo would be cool too.

Also also also, how's my dorf doin'?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 09, 2012, 12:58:37 am**

I can take my turn, but I'll probably have to wait just a day or so. My folks want to completely reorganize the house tomorrow, and I'm the heavy lifter of the family. I'll download the save tonight and look around, though. Is the one on the front page up-to-date?

EDIT: Or I *would* get the save tonight, if DFFD weren't down.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 09, 2012, 03:35:05 am**



Yeah, it's up to date.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 10, 2012, 12:49:12 am**

OK, so I'm just about ready to start, and I cannot for the love of the GODS, figure this den of madness out. There are corridors that seem to be connected to nothing, corridors that lead nowhere, massive forbidden stone and ore piles outdoors, pointlessly long ramps to hell, trash littered in the corridors, and random fowl running loose crapping on the furniture.

My goals for this year is to keep everything afloat, perhaps add a wing or two onto the hellfort, but other than that, I freely admit that I have no frakking idea what is going on here.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 10, 2012, 01:36:55 am**

Quote from: Eldes on January 10, 2012, 12:49:12 am

OK, so I'm just about ready to start, and I cannot for the love of the GODS, figure this den of madness out. There are corridors that seem to be connected to nothing, corridors that lead nowhere, massive forbidden stone and ore piles outdoors, pointlessly long ramps to hell, trash littered in the corridors, and random fowl running loose crapping on the furniture.

Wait, wait, wait. We have fowl crapping on the furniture? I didn't know we had it so good. I thought we were down to demons leaving ashen dwarf remains on the furniture

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **January 10, 2012, 05:10:06 pm**

I have a treat planned for you guys... It's either a bucket of tiny, poisonous cave scorpions, or something really cool and not deadly. Now one sounds dorfy, but would you REALLY like seeing that?

E: typo

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 10, 2012, 06:40:25 pm**

OK, so I started trying to expand the hell-fort a little, since there were no demons on the map.

I am apparently very bad at fighting demons. 2 monkey brutes with deadly dust managed to kill about 5 soldiers, and wound several others.

Also, on a not-entirely unrelated point, would it be OK to use DFHack just for the clean map tool - to get rid of the random piles of blood everywhere? My FPS is hovering just under 20 most of the time, and that usually works in my other forts.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mobotium** on **January 11, 2012, 11:41:50 am**

:o

I want a turn, can I haz?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 11, 2012, 05:13:47 pm**

OK, a little over one season has proven to me that I am absolutely terrible at running this kind of fortress. I'll post what I've done, and a save (near the start of summer), and someone else can finish it. If I keep going, the entire fortress will die.

EDIT: OK, here's my turn.

13th Granite: Yeleson dies of thirst in a random hallway near the surface. No clue why.

20th Granite: Reorganized all assigned jobs. 362 changes made - mostly to Strand Extraction, Mechanics, and Hauling duties. We had legendaries not performing their legendary tasks, idiot peasants without any labors at all, double-legendaries doing menial hauling or masonry work, etc. The whole thing was a mess. All legendaries have only burial and food hauling enabled, since we have legendary metalworkers of all types, anyone who wasn't close to legendary was taken off duties.

21st Granite: Ordered the slaughter of all puppies, kittens, and stray female cats, and begun preparations for new Hell-Wing. We have more than enough adopted cats for breeding populations.

26th Granite: First official work on new wing of the Hell-Fort has begun!

Slate: 2 Monkey Brutes invade, killing 5 and wounding others.

6th Felsite: Juana has become an Elite Marksdwarf.

18th Felsite: Juana is struck down by a goblin ambush. Why she was on the surface at all is a mystery.

28th Felsite: Another goblin ambush. A stray cat is killed - no great loss there. The traps killed the rest of the invaders.

--END OF SPRING--

2nd Hematite: Ordered the death of every stinking mutt in this place, minus one token breeding pair. They annoy me and breed too fast.

5th Hematite: Saffron demons from the north!

12th Hematite: Two of the Saffron Demons are dead, with the third running, but at heavy cost. At least 10 dead, more wounded, and most of our trained military gone.

18th Hematite: Sky Blue Fiend attacks - 5 are killed, and the fiend is almost at the gate! I am completely unequipped to deal with this, and I hope my successor has better luck.

List of all deaths in Deathgate since I took over:

Save: <http://dff.d.wimbli.com/file.php?id=5347>

There's a demon almost at the big bridge into the main fort, bodies littered around the entrance, and a lot of coffins to make. Also, by the end, I was just shoving people into the squads for more warm bodies. The next person needs to rebuild the military and move them closer to (if not actively in) the hellfort. It takes too damn long for our troops to get all the way from the surface entrance to hell. The walls around my addition to the fort are almost complete - one square was suspended as an access area.



- So, as a to-do list:
- Move military closer to hell. The traps can take care of the goblins.
  - Put roof on the new wing of the hellfort.
  - Refill the military with better troops and train them constantly.
  - Use the caged goblins as recruit fodder?
  - Make coffins if needed and clean up corpses. 2 have already risen as ghosts.

Sorry for the mess.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 11, 2012, 06:03:13 pm**

Quote from: Eldes on January 11, 2012, 05:13:47 pm

OK, a little over one season has proven to me that I am absolutely terrible at running this kind of fortress. I'll post what I've done, and a save (near the start of summer), and someone else can finish it. If I keep going, the entire fortress will die.

EDIT: OK, here's my turn.

13th Granite: Yelson dies of thirst in a random hallway near the surface. No clue why.

If I recall correctly, that happened to someone else too. Is it possible that you'd be able to get a screenie and mark the area so we can try to figure out what the sam-heck is going on?

Quote

20th Granite: Reorganized all assigned jobs. 362 changes made - mostly to Strand Extraction, Mechanics, and Hauling duties. We had legendaries not performing their legendary tasks, idiot peasants without any labors at all, double-legendaries doing menial hauling or masonry work, etc. The whole thing was a mess. All legendaries have only burial and food hauling enabled, since we have legendary metalworkers of all types, anyone who wasn't close to legendary was taken off duties.

Heh, I remember looking at that and wondering what was going on...As it was, I didn't have the patience to do that, nor, I think, did anyone else. You should get an extra-special note on the timeline for that one :D Also, as a note, someone might want to check the dorf-list, see if anyone got moved.

Quote

21st Granite: Ordered the slaughter of all puppies, kittens, and stray female cats, and begun preparations for new Hell-Wing. We have more than enough adopted cats for breeding populations.

That'll probably save someone's framerate. Another kudos.

Quote

26th Granite: First official work on new wing of the Hell-Fort has begun!

Slate: 2 Monkey Brutes invade, killing 5 and wounding others.

6th Felsite: Juana has become an Elite Marksdwarf.

18th Felsite: Juana is struck down by a goblin ambush. Why she was on the surface at all is a mystery.

I hate when that happens...Guess it's just part of the Fun ;)

Quote

28th Felsite: Another goblin ambush. A stray cat is killed - no great loss there. The traps killed the rest of the invaders.

Out of curiosity, did someone figure out the main entrance, or is my tunnel being used, or did someone else dig another out?

Quote

2nd Hematite: Ordered the death of every stinking mutt in this place, minus one token breeding pair. They annoy me and breed too fast.

Well, I suppose it's unlikely that anyone was going to make wardogs, what with the demons being our prime enemies...Although maybe something to consider for archers in the future, it only to give them a bit of breathing room?

Quote

5th Hematite: Saffron demons from the north!

12th Hematite: Two of the Saffron Demons are dead, with the third running, but at heavy cost. At least 10 dead, more wounded, and most of our trained military gone.

18th Hematite: Sky Blue Fiend attacks - 5 are killed, and the fiend is almost at the gate! I am completely unequipped to deal with this, and I hope my successor has better luck.

Hmm...For what it's worth, I generally had better luck closing the gate and letting archers pick the demons off. Frontal combat works, but only with a \*lot\* of legendary warriors, which I'm pretty sure we don't have.

Quote

Save: <http://dffd.wimbli.com/file.php?id=5347>  
There's a demon almost at the big bridge into the main fort, bodies littered around the entrance, and a lot of coffins to make. Also, by the end, I was just shoving people into the squads for more warm bodies. The next person needs to rebuild the military and move them closer to (if not actively in) the hellfort. It takes too damn long for our troops to get all the way from the surface entrance to hell. The walls around my addition to the fort are almost complete - one square was suspended as an access area.

Wait...Troops had to go from the surface to hell? Did someone forget to assign them to the barracks?

Quote

-Put roof on the new wing of the hellfort.  
-Refill the military with better troops and train them constantly.  
-Use the caged goblins as recruit fodder?  
-Make coffins if needed and clean up corpses. 2 have already risen as ghosts.

I've recently had a good bit of success training military dwarves by giving them training spears/axes and airlocking them in with a disarmed goblin. Not quite a danger-room, but almost as good and a lot less cheesy.

Quote

Sorry for the mess.

Messes are the bread and butter of community forts. To be honest, this might actually bring about some interesting events. TVTropes has us listed as being less insane than our predecessors, we might just get a chance to prove them wrong :D

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 11, 2012, 07:00:19 pm**

What on earth happened? How did they all get in?

...did you puncture a hole in the bottom level (the defence) to make a wing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 11, 2012, 07:03:47 pm**

Quote from: scaliper on January 11, 2012, 06:03:13 pm

Quote from: Eldes on January 11, 2012, 05:13:47 pm

OK, a little over one season has proven to me that I am absolutely terrible at running this kind of fortress. I'll post what I've done, and a save (near the start of summer), and someone else can finish it. If I keep going, the entire fortress will die.

EDIT: OK, here's my turn.

13th Granite: Yeleson dies of thirst in a random hallway near the surface. No clue why.

If I recall correctly, that happened to someone else too. Is it possible that you'd be able to get a screenie and mark the area so we can try to figure out what the sam-heck is going on?

I forgot to take a screenshot when it happened, sorry. His body might still be there, though. It was in a narrow tunnel near the surface somewhere, and no one seems interested in burying people lately.

Quote

Quote

28th Felsite: Another goblin ambush. A stray cat is killed - no great loss there. The traps killed the rest of the invaders.

Out of curiosity, did someone figure out the main entrance, or is my tunnel being used, or did someone else dig another out?

I'm pretty sure the main entrance is still in use - the one with the zillion cage traps at the bottom and zillion weapon traps at the actual penetration of the mountain.

Quote

Quote

There's a demon almost at the big bridge into the main fort, bodies littered around the entrance, and a lot of coffins to make. Also, by the end, I was just shoving people into the squads for more warm bodies. The next person needs to rebuild the military and move them closer to (if not actively in) the hellfort. It takes too damn long for our troops to get all the way from the surface entrance to hell. The walls around my addition to the fort are almost complete - one square was suspended as an access area.

Wait...Troops had to go from the surface to hell? Did someone forget to assign them to the barracks?

This is where both melee-based squads reside. On basically the top floor. As far away from hell as you can be.

Oh, I also forgot to mention - I made the entire outside a Restricted traffic zone, to lighten up on pathing issues - someone should continue doing that with the endless miles of tunnels we have. In addition, I forbade most of the stray items both outside and in hell that others had missed.

Also, it would be a very good idea to move as many stockpiles, workshops, and living areas completely down near the hellfort, and then WALL OFF all unused sections of the fort. This would prevent pathing into those sections, might increase framerate, and lessen frustration.

Quote from: Mitchewawa on January 11, 2012, 07:00:19 pm

What on earth happened? How did they all get in?

...did you puncture a hole in the bottom level (the defence) to make a wing?

No, I saw that there were absolutely no demons on the map, so I removed the wall near the spike traps. I actually got most of the new wing built before the killing started. If the rest is taken in small sections, it shouldn't take too long, especially since most of the invaders couldn't fly.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 11, 2012, 07:08:28 pm**

One of the melee squads was positioned in hell.

Also, what was the new wing for? And why did it need to be on the spikey end of the defence wing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 11, 2012, 07:41:27 pm**

Quote from: Mitchewawa on January 11, 2012, 07:08:28 pm

One of the melee squads was positioned in hell.

Also, what was the new wing for? And why did it need to be on the spikey end of the defence wing?

My main intent was to simply give us more living space in hell. If I had been more competent, I probably would have used it for a food stockpile, barracks for either some of the existing squads or a new one, farms, all of the above... It was a big flat area that just screamed at me to build on it.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 11, 2012, 07:47:24 pm**

Haha, oh well.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 11, 2012, 08:30:53 pm**

Quote from: Mitchewawa on January 11, 2012, 07:08:28 pm

Also, what was the new wing for? And why did it need to be on the spikey end of the defence wing?

WHAT?! The bunker *a/ways* needs expanding! How else are we supposed to make Hell a colony of our own?!

PS: Has anyone considered using the bunker as a sort of mini-fort? Make it a burrow, and slowly add "migration waves" from the fortress proper, build it up as if it's a fortress of its own?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 11, 2012, 08:37:28 pm**

Quote from: scaliper on January 11, 2012, 08:30:53 pm

Quote from: Mitchewawa on January 11, 2012, 07:08:28 pm

Also, what was the new wing for? And why did it need to be on the spikey end of the defence wing?

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PS: Has anyone considered using the bunker as a sort of mini-fort? Make it a burrow, and slowly add "migration waves" from the fortress proper, build it up as if it's a fortress of its own?

That's a very bad idea due to the demon attacks. Just one getting inside would be a catastrophe instead of merely a massacre

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 11, 2012, 09:19:30 pm**

Quote from: ThatAussieGuy on January 11, 2012, 08:37:28 pm

Quote from: scaliper on January 11, 2012, 08:30:53 pm

Quote from: Mitchewawa on January 11, 2012, 07:08:28 pm

Also, what was the new wing for? And why did it need to be on the spikey end of the defence wing?

WHAT?! The bunker *a/ways* needs expanding! How else are we supposed to make Hell a colony of our own?!

PS: Has anyone considered using the bunker as a sort of mini-fort? Make it a burrow, and slowly add "migration waves" from the fortress proper, build it up as if it's a fortress of its own?

That's a very bad idea due to the demon attacks. Just one getting inside would be a catastrophe instead of merely a massacre

Not exactly what I meant. Military presence, of course, and an extreme weighting towards getting masons and foodmakers in, so not *\*exactly\** like a mini-fortress, but more along the lines of just gradually(maybe 10 dwarves at a time) moving everything down there.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 11, 2012, 10:46:21 pm**

To be fair, I doubled the size of the hellbase. And yes, I considered moving people in there but the main living area is only like 40 blocks away. There was also already a barracks, farm and food stockpile.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **scaliper** on **January 12, 2012, 01:05:30 am**

Kinda off topic, but, as I said earlier, I'd like to see how much interest there is for those T-shirts and know who I'd have to send information to. If you would be interested in a Deathgate T-shirt, please shoot me a PM (Don't worry - I shouldn't need any personal information whatsoever, just a headcount). Also, if you could, let me know what Epic Quote™ you'd like on the back, just in case I need to say. As an aside, I'm planning on waiting until I have at least 5 people to put the design up, so that I know I'm not just pestering the T-shirt makers for no good reason ;)

~~I'll be able to give an estimate on price within, say, an hour.~~  
E: Just got a quote. I'm kind of annoyed, although I suppose there is a lot of stuff there. Anyway, it looks like the price is going to be around \$30.00 Add in some custom font, and we might see an increase to 35 or so, not sure. That said, I think it's taking the image of the logo as a solid block, so it could be a fair bit lower. Bit steep, but I, at least, would be pumped. Lemme know.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Velard** on **January 12, 2012, 05:19:46 pm**

Jeez, I just remembered how much I suck at planning military defences. (although I'm great with traps) I'll make time to read up on that stuff later. And good job killing 300+ pets, Armok loves a good slaughter.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Blead** on **January 14, 2012, 06:34:54 am**

I died. :(  
But I bled to death and that's the only way to die. :)

Could I get redwarfed as the most useless dwarf in the fortress?  
Name: Blead II

That would be much appreciated.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Mitchewawa** on **January 17, 2012, 02:49:38 am**

So, uhh... yeah. Updates please.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **NRDL** on **January 17, 2012, 02:52:29 am**

Quote from: Mitchewawa on January 17, 2012, 02:49:38 am

So, uhh... yeah. Updates please.

I concur.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Eoganachta** on **January 17, 2012, 03:48:22 am**

Quote from: NRDL on January 17, 2012, 02:52:29 am

Quote from: Mitchewawa on January 17, 2012, 02:49:38 am

So, uhh... yeah. Updates please.

I concur.

Seconded. What's the casualty report like now?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Velard** on **January 17, 2012, 05:14:41 pm**

Quote from: Eoganachta on January 17, 2012, 03:48:22 am

Quote from: NRDL on January 17, 2012, 02:52:29 am

Quote from: Mitchewawa on January 17, 2012, 02:49:38 am

So, uhh... yeah. Updates please.

I concur.

Seconded. What's the casualty report like now?

Probably REALLY gory.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**

Post by: **Eldes** on **January 17, 2012, 08:32:31 pm**

Umm, are you guys still waiting for me? I posted my save a page back - I didn't want to kill the fort, so I'm letting someone more skilled take care of it.



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 17, 2012, 10:51:59 pm**

I thought Velard took over.

E: Oh, and if you are Velard, close over Eldes's silly hole in the base.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 17, 2012, 11:33:08 pm**

Well I thought so too, Mitch, but:

Quote from: Velard on January 17, 2012, 05:14:41 pm

Quote from: Eoganachta on January 17, 2012, 03:48:22 am

Quote from: NRDL on January 17, 2012, 02:52:29 am

Quote from: Mitchewawa on January 17, 2012, 02:49:38 am

So, uhh... yeah. Updates please.

I concur.

Seconded. What's the casualty report like now?

Probably REALLY gory.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 18, 2012, 12:34:53 am**

Velard, its your turn. Hopefully you can bring the awesomeness.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **January 18, 2012, 05:48:57 pm**

Quote from: AnimaRytak on January 18, 2012, 12:34:53 am

Velard, its your turn. Hopefully you can bring the awesomeness.

OH YOUR GOD MY TURN IS HERE!!!! <remembers he has huge research paper coupled with presentation due soon>  
**FFFFFFFFFFFFFFUUU**

I COULD do the fortress, but you would recieve updates slower than said dwarf (<http://www.bay12forums.com/smf/index.php?action=post;quote=2877492;topic=84451.1185>).

I HATE having to skip my turn so often but either exams pop up or I need to work on projects when my turn comes 'round. I'll do my best not to let this happen again. Agh...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 19, 2012, 12:07:20 am**

I'd like to request a turn, by the way. I promise to bring my full Hellish experience to the community hell-fort.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 02:49:22 am**

Okay. I'm ready for my turn. The current save is a .rar so does anyone know of a good converter to convert it to a .zip?

edit: or even an extractor program?  
thanks

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 19, 2012, 02:52:53 am**

Winrar.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 02:55:20 am**

Quote from: AnimaRytak on January 19, 2012, 02:52:53 am

Winrar.

Thanks. I've downloaded the save.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 04:02:15 am**

Journal of Eoganachta, Military Commander of the Mountainhome of Deathgate. Acting Ruler after Military Coup of Hematite 770.

18 Hematite, 770  
Due to the recent string of deaths and failure of the civil authorities to control the situation, martial law has been imposed on Deathgate. I, Eoganachta, as ranking military commander of the Mountainhome have assumed command. I hope to rectify the situation as soon as possible. Even though I have not been close to anyone besides Lun and Moldath, the weather and the cavern and mountain gods respectively. Instead I hope to earn the respect of the people through deeds and merits alone; my slaying of the Forgotten Beast Agen in 767 and a disgusting crundle. May I never encounter one of those horrid things again!  
I have ransacked the office of the previous ruler and I have found a list of plans:  
-Move military closer to hell. The traps can take care of the goblins.  
-Put roof on the new wing of the Hell fort.  
-Refill the military with better troops and train them constantly.  
-Use the caged goblins as recruit fodder?  
-Make coffins if needed and clean up corpses. 2 have already risen as ghosts.  
It seems that he listened when I was advising him. I will continue these plans.

I received the news of an attack on our coleny in Hell after forcing the current ruler to back down, and negotiating that the he keeps his life providing that he persuades the people to follow me. I assued him that this coup will be short term but I didnâ€™t think he believed me. In response I kept the order to slay the monster and rushed down myself to support the troops.  
On the way I was briefed. Nazomnalthish Shashrurast the Sky Blue Fiend had broken into the Hell base, its methods unknown. Ral Lacog and Ushrir Sekra Atolamost Boozemeister attacked the fiend. Seconds later I thought I could hear their screams. As I reached the upper

limits of the Hell base I received word that a Johnnydigs had bled to death, apparently he was a favourite among the miners. He shall not be missed. And Ingish Nishiseth apparently died as well, struck down by the fiend.  
I have also employed a representative of the fortâ€™s mechanics to assist me with the use of the various devices around the fortress. After cutting off the only means of entry to the fortress the monster retreated over the corpses of the fallen and outwards to hunt down the dwarves that had strayed too far from the Hell base. After hearing that a bridge situated at the forefront of the Hell fort could stop further entry by the monsters I ordered it sealed. Now we can reclaim our fallen and prepare for the next onslaught.  
With the Hell fort now secure, and Nazomnalthish Shashrurast the Sky Blue Fiend attempting the murder one Cog Lorbamrag outside the Hell fort perimeter with a cave spider silk cap, we can clean up the mess that the civilian contractors have made in earnest.  
Not too bad for my first day on the job, eh.

:P

23rd Hematite, 770  
I have ordered the creation of the squad The Gilded Fields, I hope that they shall recreate this wasteland in the imaged from which they are named. Paving Hell in gold is a nice thought.  
I have also ordered the movement of all squads to the Hell base. Here they shall train, eat, and sleep. Here they shall be ready to fend off any attack from the denizens of the underworld. To arms!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 19, 2012, 04:06:17 am**

Nice, I like the militarist policy. Is my dorfette soldier still alive? I know I've asked that question a million times, but considering the short life expectancy in Deathgate...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 04:16:46 am**

Quote from: NRDL on January 19, 2012, 04:06:17 am  
Nice, I like the militarist policy. Is my dorfette soldier still alive? I know I've asked that question a million times, but considering the short life expectancy in Deathgate...  
Thank you. Considering my dorf is commander I thought it was appropriate.  
I have found two Baelors in the 'deceased' list. The first page of lists you dorfed as 'Baelor the Rightous' but I can't find anyone with that name in the lists. Is that your latest dorf's name?  
Otherwise he kicked the bucket somewhere along the line.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 19, 2012, 04:41:14 am**

Two dead dorfs. I'm really not that surprised.  
  
Once again, pwetty pwease, redorf me, gender I don't care, name, Baelor the third.  
  
Can you give him/her a weapon, armor and a LOT of training, please?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 05:04:12 am**

Done.  
  
6th Malachite, 770  
After regrouping what little of the military was left in the Hell base I gave the order for the bridge to be lowered and for the soldiers to charge. The archers managed to deploy on the field first, however their training seemed inadequate because they proceeded to club Nazomnalthish Shashrurast, who returned the favour with its cave spider silk cap. Amidst the confusion the monster lost the cave spider silk cap and utilized the full and deadly use of its claws, gutting Verlard, Cog, and Germaine. Although several soldiers survied the slaughter, including Baelor the third, the slaying of Nazomnalthish Shashrurast is given to Bulldog, who will be rewarded with high military valour and a promotion to squad leader of the Faithful Spears. His axe will be needed in the storm ahead.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **scaliper** on **January 19, 2012, 11:21:23 am**

Quote from: Eoganachta on January 19, 2012, 05:04:12 am  
squad leader of the Faithful Spears. His axe will be needed in the storm ahead.  
???

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eldes** on **January 19, 2012, 01:12:10 pm**

At least that fiend is dead. I was seriously unprepared for how strong demons are.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Algeroth** on **January 19, 2012, 03:12:32 pm**

It seems my dwarf is dead too. Could I get a redorf? Al II, and make her/him marksdwarf again.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 08:02:46 pm**

Quote from: scaliper on January 19, 2012, 11:21:23 am  
Quote from: Eoganachta on January 19, 2012, 05:04:12 am  
squad leader of the Faithful Spears. His axe will be needed in the storm ahead.  
???

Yeah, I found that odd too.  
  
Quote from: Eldes on January 19, 2012, 01:12:10 pm  
At least that fiend is dead. I was seriously unprepared for how strong demons are.

Me too, actually. I'm having serious problems with just a few brutes and an untrained military. I also didn't help that I inherited the save with a brute inside the Hell fort. :( In hindsight I think the best option would have been to lock the whole fort down and train a military up to be acutally able to take on the demons. The layout is so messy that it takes ages for any troops to move from the upper fort to the Hell fort. I've tried to fix the mess up a bit but I've had delays (including a sock murdering Brute).

Quote from: Algeroth on January 19, 2012, 03:12:32 pm  
It seems my dwarf is dead too. Could I get a redorf? Al II, and make her/him marksdwarf again.

Done. But the fort's a little short of marksdwarves at the moment. So I've made you an axe dwarf.

I'll get an update up soon.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 08:16:32 pm**

7th Malachite, 770

With the immediate danger dealt with I can now properly review the documentation, or rather lack of, of Deathgate and decide where we can cut back. All our resources should be devoted to the underworld. Therefore I have ordered unused parts of the upper fortress to be sealed off. These include the old magma forges and the eccentric monuments erected by previous rulers. While the Temple above ground is impressive we cannot spend precious resourcess defending it. The BATTERY, as my mechanical advisors dub it, is overgrown with cavern growth and clearly inoperable. Adding to the confusion someone mentioned that the leg and arm of one Rith Kuduzol remains at the bottom of a pond of water several stories deep. How it arrived there is a mystery because the pool is closed off completely closed off... No, apparently it is open at the well in the upper fort. After ordering the floor hatch open my stomach dropped at the sight of the drop and retched at the smell. There is also a throne room with a massive water feature through its length. However the presence of the water appears unintentional and from what scribbles I can find from the earliest rulers I can only assume it was an accident. Due to the disuse and infrequency of traffic to such a remote area I have claimed it as my own. While the idea of having the room as the seat of my power is appealing, it is too far removed from the rest of the fortress to be of any practical use, not the mention that some dwarves speak of the curse of the platinum throne. Before I took up my role as Military Commander of Deathgate I would have dismissed such things as superstition and the work of idle minds. However fighting demons in the underworld does change oneâ€™s perspective on what is possible. To be on the safe side I ordered the chamber sealed. However I still retain the right to sit on the throne.

8th of Malachite, 770

I have received word of an Oppossem Brute harassing the teams I sent to collect the fallen and wounded. Only Onuk Koganshis, I am told that he is a doctor of sorts, was able to engage. With nothing but a black bear leather hood and a masterwork adamantine spear I can only hope for the best. While the Brute is distracted by the fallen the Doctor of Sorts stabs it from behind, chipping bone and spilling its guts.

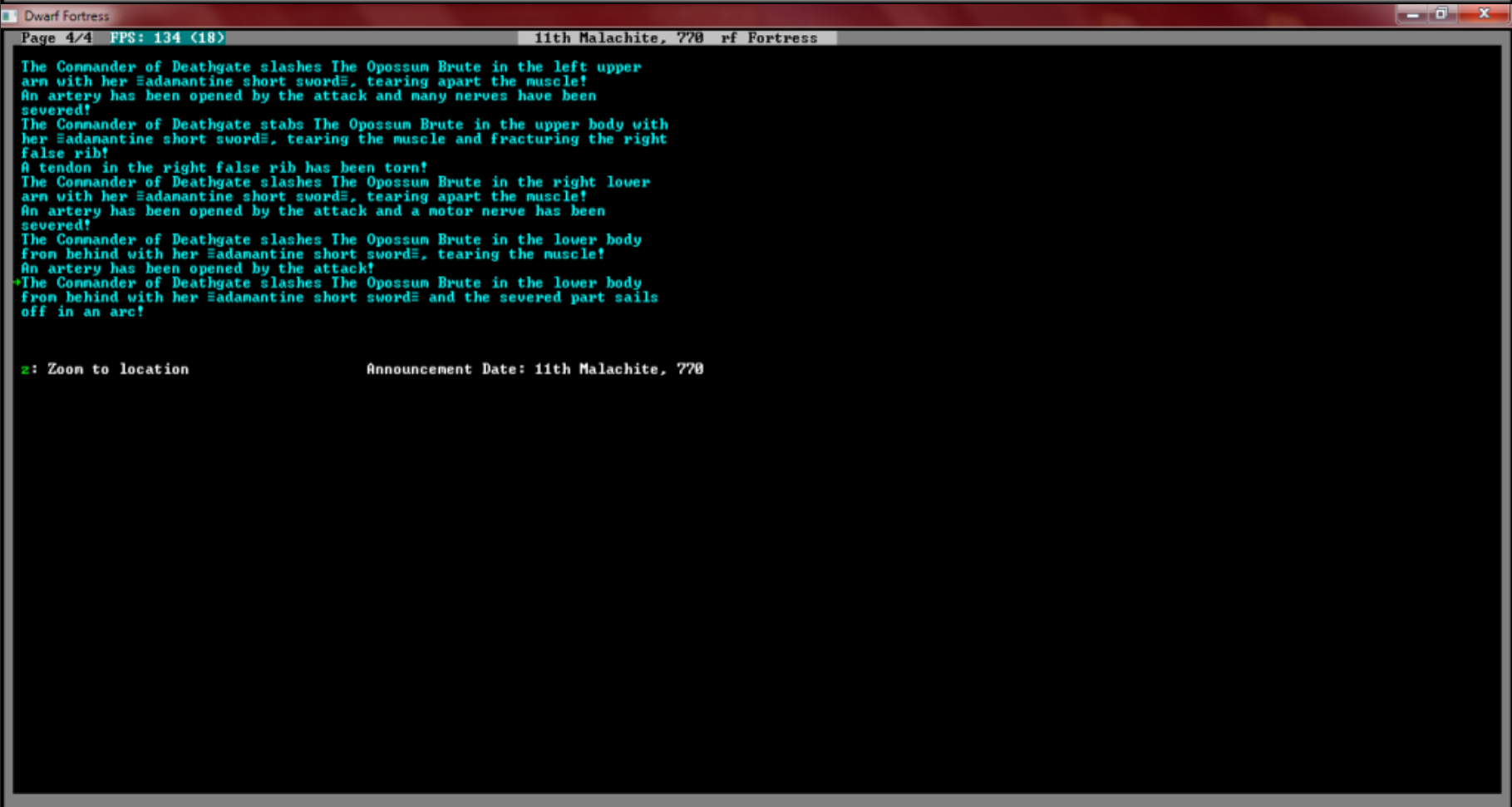
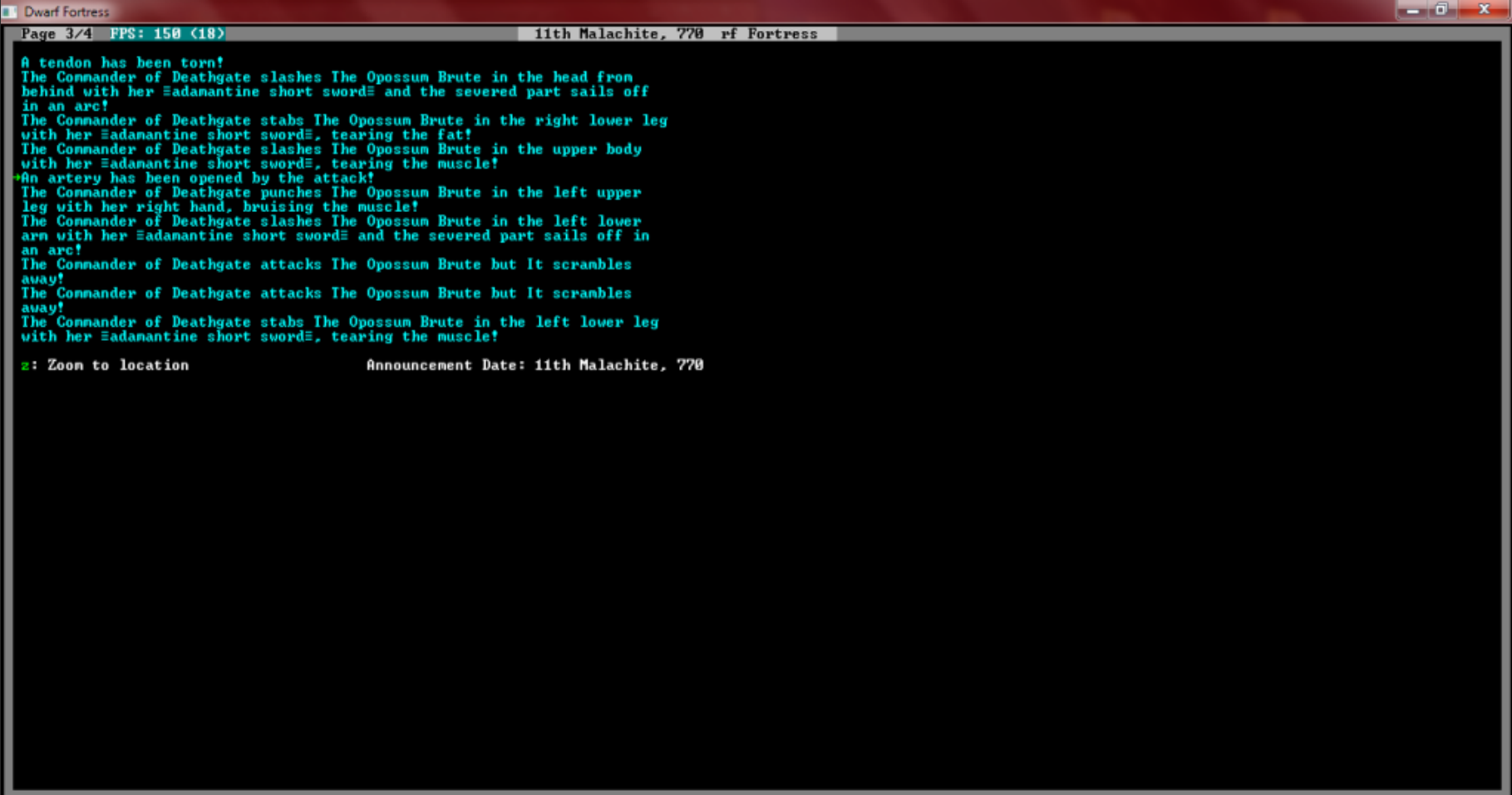
[Spoiler](#) (click to show/hide)



The fallen soldier appears to be none other than Tholtig Amalerush the Murderer. I do not find the use of prisoners as fodder repulsive in a military scenario. The fact that he is missing his entire right leg doesnâ€™t truly concern me either. The Doctor of Sorts managed to wound the Brute and forced it to retreat. Meanwhile Deduk Noramnish succs to infection. No matter. I give the order for the squads staging inside the Hell fort to charge. After causing great injury to the Brute Doctor of Sorts collapsed, apparently unable to stand and bleeding. Shem Egenasob, a swordsdwarf, arrived on the scene and charges the Brute. Derm, the Mayor of Deathgate and one of the nobles I allowed to remain in power in return for support of my coup, appeared on the scene and had his legs broken. Shem also had his leg broken. Bealor the Third also arrived and engaged the enemy. Shem has been killed. A second Oppossem Brute arrived on the scene and I gave the order to retreat. Amist the chaos Baelor the Third was slain. Although his service was quick he shall be missed. I ordered the mechanics to operate the levers that worked the spike traps in the Hell fort but they seemed confused by the order. They could not find the relevant documentation. Tacobell has been struck down and Thob Udarfeb leapt into a deep chasm to avoid the two Brutes. In response to the situation developing in the underworld I have ordered the Hell base sealed. Several dwarves were trapped outside but due to the lack of organisation there was no other choice. They will be missed, their equipment more so. In an effort to destroy the Brutes I have decided to engage myself. In the confusion of the assault the recruit Eral Fikodushrir retreated, a Brute pursued and I managed to behead the monster. Now only one remains. With my trusty adamantine short sword I shall slay this Brute and finally earn the total respect of the people of Deathgate. After this they shall accept my leadership and we can finally claim the underworld was our own! I managed to remove the left arm of the Brute. I continued my attack and rained blow after blow onto the beast.

[Spoiler](#) (click to show/hide)

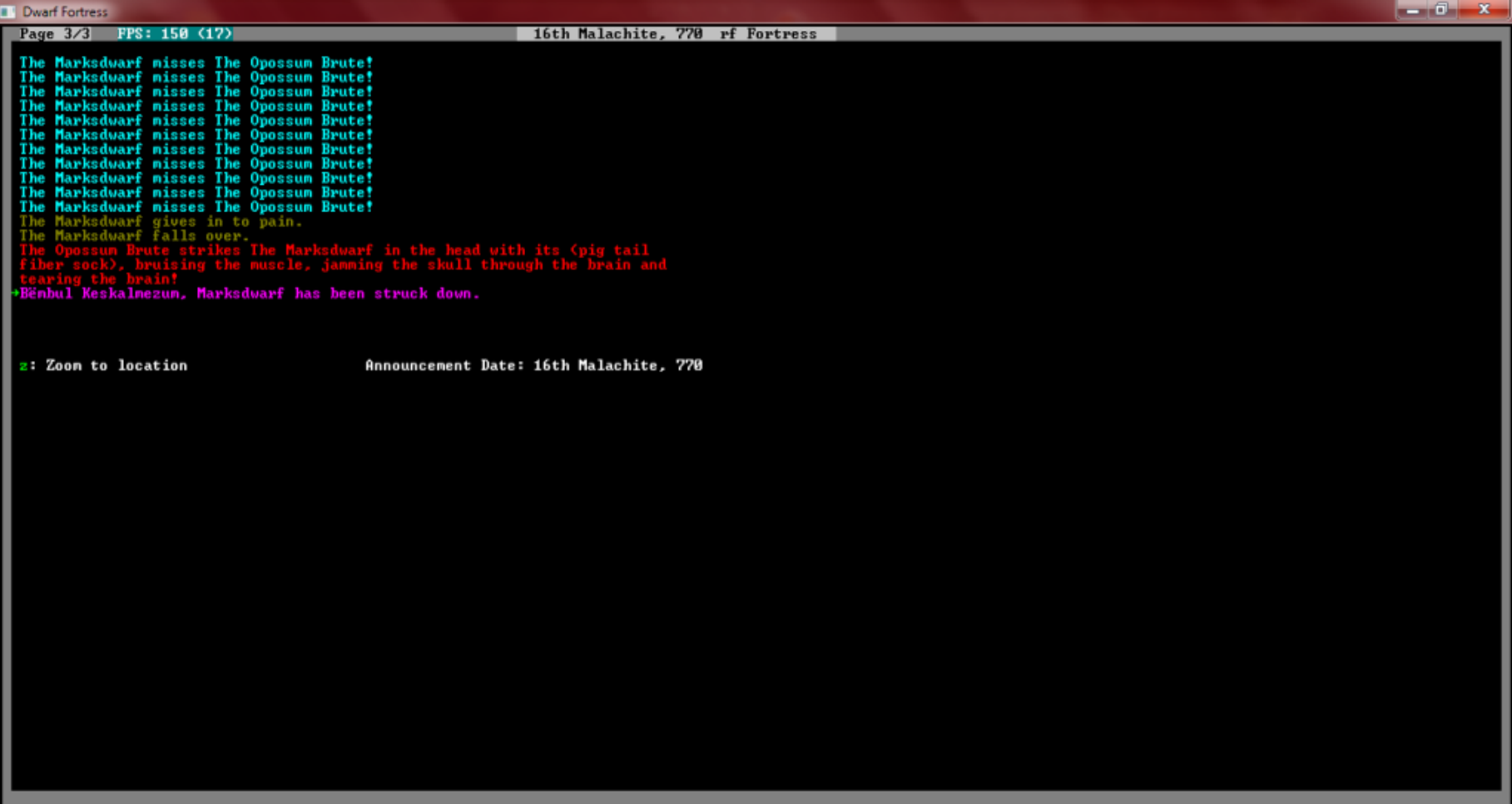




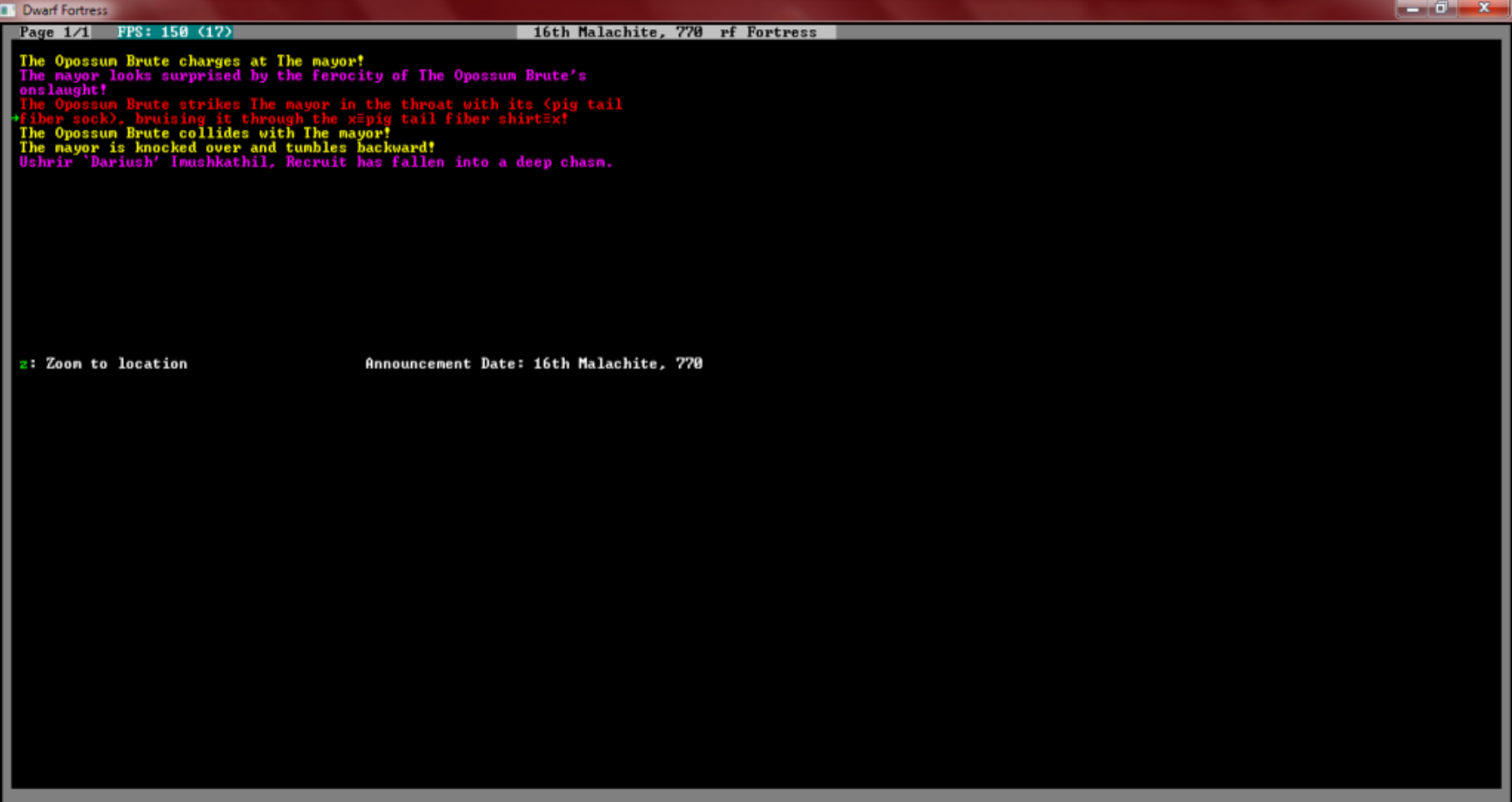
11th Malachite, 770  
Now there only remain two more beasts in the underworld brave enough to challenge us. I gave the order to fall back to the Hell fort. We need to reorganise. We need to prepare.  
And Derm the Mayor and Doctor of Sorts perished after no one bothered to help them. I think that this is the perfect time for a rearrangement of the ruling class...

13th Malachite, 770  
I got lost again while heading down to the Hell fort. I need to employ a cartographer to map this place. Although the others don't seem to think that this is a good idea. Why would rendering this place on paper or stone be a bad idea?

15th Malachite, 770  
I have condensed the military into a few large squads. Because of the time wasted by squad members trying to find equipment the last attack was a mess. Therefore the two largest squads have been ordered to employ whatever they wish. This shall reduce the time wasted and it might make things more effective. Hopefully.  
Another Opossum Brute was spotted and the military deployed. A few members were on hand at the time and they engaged. I can only hope for the best. Bomrek Cogusen engaged. I can only hope that he knows what he's doing with no equipment. Although the sock and trousers employed by the Brute seems even more ineffectual. Several dwarves have arrived to watch the fight, cheering poor Bomrek on. I feel only bravery for that poor dwarf. I hope he doesn't leave too much of a mess.  
I have also received reports of Boiling Banshees on the outer limits of the Hell colony. I do not like our prospects at the moment. Ast was strangled to death by the Brute and Bembul Keskalmesum was killed by a blow to the head by a sock. A sock!  
[Spoiler](#) (click to show/hide)



I need to find a drink. Bomrek, the naked wrestler, fled after suffering minor injuries, I over estimated his stupidity for bravery. The crowd that had gathered quickly dispersed, their moral shattered. I might have to put this Brute down myself. Bomrek was slaughtered by that damn sock. And our new mayor, little more than a pawn in my plans, was also attacked. The Brute moved with an unnatural speed and thrust the sock into his throat. The poor guy fell into the endless pits below. [Spoiler \(click to show/hide\)](#)



I retrieved my sword and took off in pursuit. This madness ends now!

[Spoiler \(click to show/hide\)](#)



The fight was short. The Brute was too strong and I was injured too much to continue the fight. With blood pouring from open wounds I staggered out of the Hell fort, trying to lure the demon out. It followed. I do not think I shall remain long on this plane.

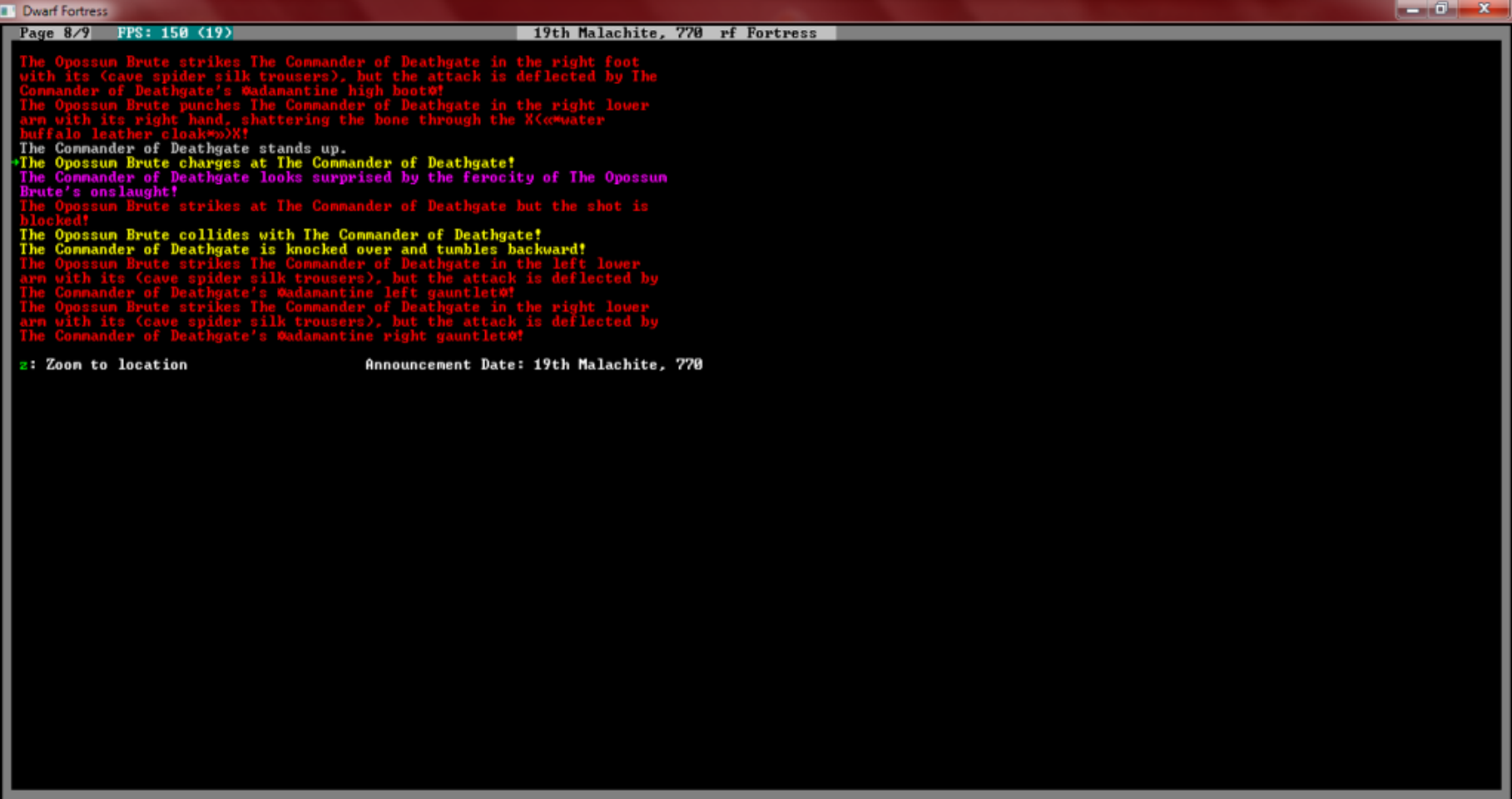
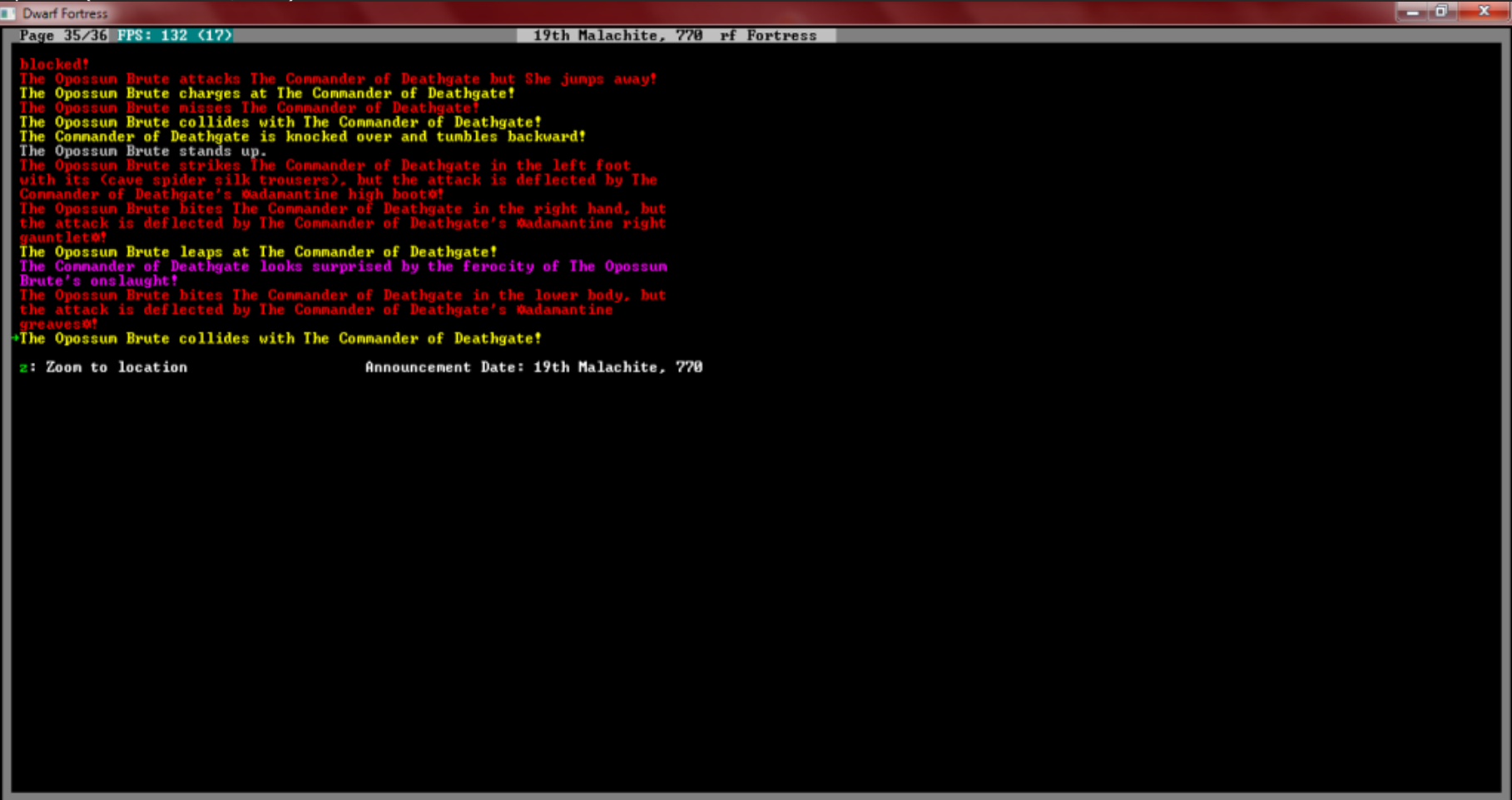
The Brute slaughters another soldier and returned to the assault of the Hell fort. Several civilians and some fresh recruits were killed. The mechanics managed to seal the Hell fort, unfortunately I and several others remain outside. I can only hope that the Brute doesnâ€™t find me.  
Oh, please Armok! I donâ€™t want to die like this!

Spoiler (click to show/hide)



But I must end this. Finding the strength I attempted to engage. The Brute charged and took me off guard. It rained blows on me but each blow is stopped my armour. Praise adamantine! Its strength is unrivalled. Now to end this!

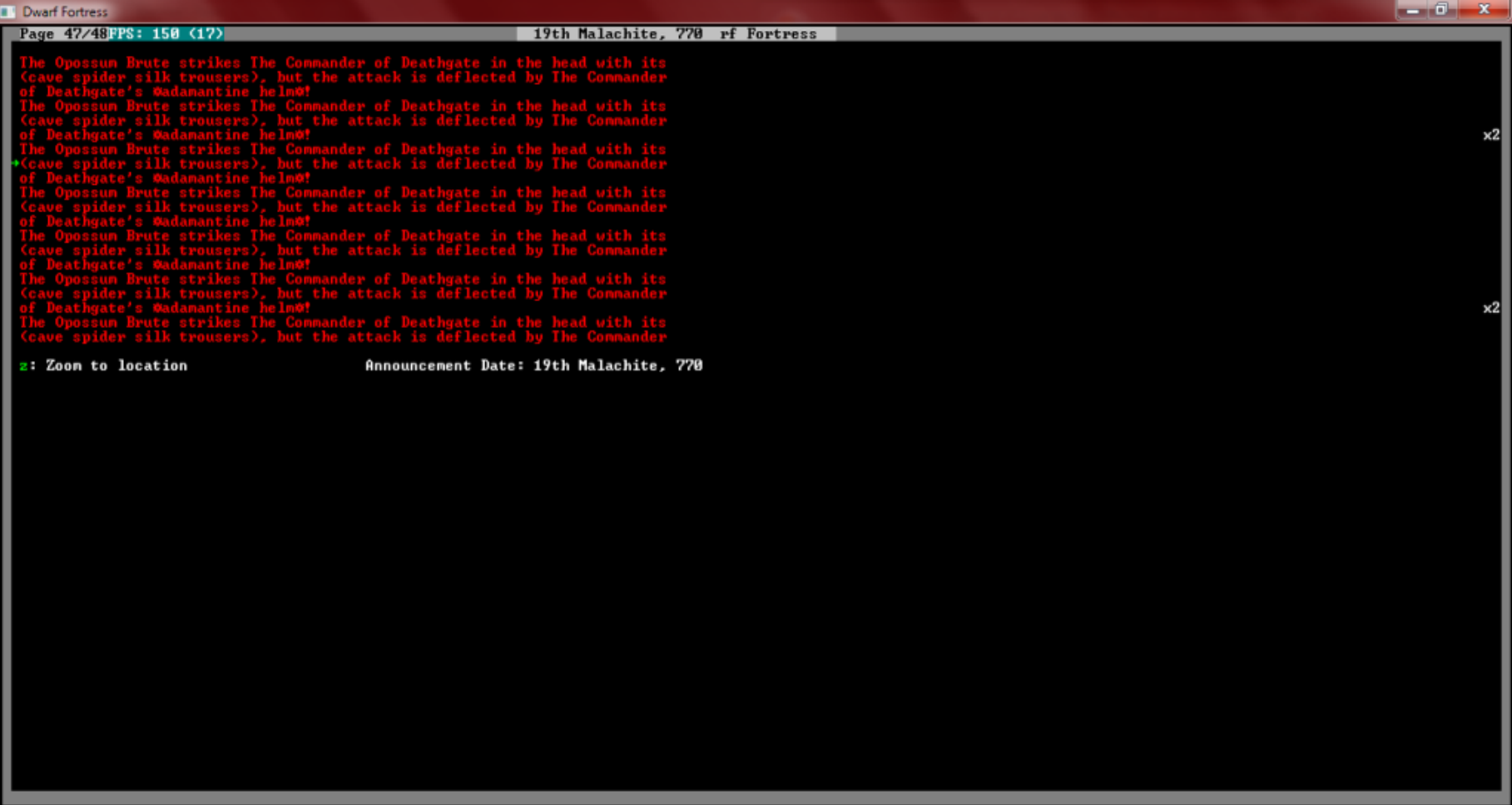
Spoiler (click to show/hide)







I fade in and out of conscious. Everything is darkness. My head hurts for some reason.  
Spoiler (click to show/hide)



22nd Malachite, 770  
Journal of Acting Ruler of Deathgate  
The actual Ruler is suffering from repetitive blunt force trauma to the face in the underworld; therefore I have stepped up to command the fort in his absence. I can actually see him from the Hell fort... so much blood.  
Besides continuing the building of the Hell fort we have had a recent wave of migrants arrive. Apparently they have not received any updated news of the recent months.

23rd Malachite, 770  
Journal of Acting Ruler of Deathgate  
Our esteemed Military Commander has been killed defending the Mountainhomes. He was murdered by Shadmaloggez Damid Sikel, or Confusedholes the Witch of Hoods in the common tongue, the Opossum Brute. We shall avenge his death!  
The Hell fort has been sealed. The Brute has managed to break into the lowest level through a hole in the wall made in an attempt to seal the nearly walled off courtyard. We will attempt to close it when the Brute is distracted.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Nota** on **January 19, 2012, 09:01:10 pm**

I would like to be dorfed  
Name: Nota  
Profession: !!Biology!!  
Jobs: Anything to do with magma... Or pets

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 19, 2012, 10:44:30 pm**

Quote from: NRDL on January 19, 2012, 04:41:14 am  
THREE dead dorfs. I'm really not that surprised.  
Once again, pwetty pwease, redorf me, gender I don't care, name, Baelor the 4th.  
Can you give him/her a weapon, armor and a LOT of training, please?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 19, 2012, 11:23:33 pm**

Quote from: Nota on January 19, 2012, 09:01:10 pm

I would like to be dorfed  
Name: Nota  
Profession: !!Biology!!  
Jobs: Anything to do with magma... Or pets

Quote from: NRDL on January 19, 2012, 10:44:30 pm

Quote from: NRDL on January 19, 2012, 04:41:14 am

THREE dead dorfs. I'm really not that surprised.

Once again, pwetty pwease, redorf me, gender I don't care, name, Baelor the 4th.

Can you give him/her a weapon, armor and a LOT of training, please?

Done and Done.

Group poll: What is our stance on danger rooms? If we were to use them then it would cut down on the number of deaths and allow us to build the fort faster.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 20, 2012, 02:19:13 am**

Quote from: Eoganachta on January 19, 2012, 08:16:32 pm

I ordered the mechanics to operate the levers that worked the spike traps in the Hell fort but they seemed confused by the order. They could not find the relevant documentation.

I couldn't get the lever set up before my turn was over, and I don't know of if Eldes connected it all up. So yeah, you got another job.

Nice writing by the way!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 20, 2012, 02:49:08 am**

Quote from: Mitchewawa on January 20, 2012, 02:19:13 am

Quote from: Eoganachta on January 19, 2012, 08:16:32 pm

I ordered the mechanics to operate the levers that worked the spike traps in the Hell fort but they seemed confused by the order. They could not find the relevant documentation.

I couldn't get the lever set up before my turn was over, and I don't know of if Eldes connected it all up. So yeah, you got another job.

Nice writing by the way!

I'm trying to link them between the demon attacks. but there is an unknown delay between ordering the fort sealed and the fort actually being sealed so if I make a mistake then we're going to need a few more coffins.  
Thanks.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 20, 2012, 03:18:54 am**

1th Galena, 770  
After the recent death of our great military leader, General Eoganachta, his favourite son, whoâ€™s true identify was until this time unknown to the other dwellers of the Mountainhomes, was proclaimed by Armok to be the next ruler of Deathgate. All hail Eoganachta Jong Un, Party Leader of Deathgate.

26th Galena, 770  
Party Leaderâ€™s Journal  
Libash Berrith, Armourer, has been struck by not another demon but by unknown forces. He found some adamantine wafers and began work. I hope that his creation will be a suitable tribute to me.  
The Brute that killed my father has evaded us, however, and there are more pressing issues than revenge. Perhaps one day I will take my satisfaction.

3rd Limestone, 770  
As my father instructed, the Hell fortâ€™s courtyard has been sealed after the Brute demon fled. We watch to the north where more demons gather in a vain attempt to destroy us. Most of the population has been moved deeper into the halls above the magma sea. I have also inspected the armoury and found the tallies incorrect. When I politely inquired why such bad bookkeeping should be tolerated I was told that a large amount of the equipment on ledger was still on the uncollected corpses of the fallen. Some of the bodies will never be recovered others are too dangerous to attempt. We have lost about five-and-twenty dwarves since the military coup, but with the better care of the military I hope that we shall not lose too many more.

8th Limestone, 770  
Libash Berrith, Armourer, has produced Duthalenas, the Worthy Doctrines, an adamantine buckler valued by our broker at 1195200 gold coins. More than a kingâ€™s ransom! Although itâ€™s a beautiful example of craftdwarfship, its practical use is very limited. It has been added to the armoury for future use if deemed worthy.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 20, 2012, 11:08:23 am**

It's a good thing Armok, unlike Khorne, doesn't grow stronger from brutal deaths. Otherwise he would've entered Deathgate and ate all our dwarves.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **KenboCalrissian** on **January 21, 2012, 10:45:12 am**

Could I get a heads-up on my dorf? I tried picking a "safe" role, but after that massacre I don't have high hopes for Kenbo the Armorer's survivability.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 21, 2012, 10:16:48 pm**

Quote from: KenboCalrissian on January 21, 2012, 10:45:12 am

Could I get a heads-up on my dorf? I tried picking a "safe" role, but after that massacre I don't have high hopes for Kenbo the Armorer's survivability.

He appears to be suffering from a fb syndrome that has blistered all his skin but otherwise he is as fine as anyone else in deathgate.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Dermonster** on **January 21, 2012, 10:22:54 pm**

So diseased, rotting, almost dead, insane, or any combination of the above?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 22, 2012, 01:25:32 am**

10th Limestone, 770  
Due to the recent lack of demonic activities around the Hell fort I have unsealed it and allowed the civilians to retrieve the equipment and bodies of the fallen. Now we can finish the spike trap and try to expand the fort a little more.

19th Limestone, 770  
Our scouts have spotted a Flame Banshee, although the warning came too late and with dwarves still working on the ground a few squads have been ordered to protect the courtyard. I have heard that beings of flame tend to lack the fortitude of a dwarf, this we shall see.

22nd Limestone, 770  
The Flame Banshee has been slain. Through dwarves daring we have killed a being composed only of hellfire. Although the soldiers were unable to land many blows the demon was unable to injure the armoured dwarves. A feast has been prepared in their honour. Now we can continue the building of the Hell fort.

24th Limestone, 770  
Curses! A second Banshee managed to break through our lines undetected and has entered the Hell fort. The military, training upstairs at the time, was dispatched and will end this unholy menace without further ado.

10th Sandstone, 770  
Our borders in Hell are quiet. No more demons have been sighted and the work on cleaning and expanding the Hell fort is painfully slow. The new militia has begun training and I am hoping they will be ready in time. I have begun plans to increase the effectiveness of the base by adding a well, although it will have to be feed by bucket teams this will reduce the walking distance required to refill waterskins. Also some migrants arrived. Apparently news doesn't get around like it use to.

16th Sandstone, 770  
I have found a pit leading straight into the magma sea and I have ordered the mass pitting of unneeded livestock. May it be noted that this has nothing to do with me tripping over a kitten yesterday and falling down several flights of stairs.

18th Sandstone, 770  
A Boiling Banshee has been spotted to the north. Operations in the Hell fort will have to be scaled back to include only work inside the fort. The fallen shall remain where they fell for now.  
The current state of the military is pathetic but serviceable. The massive amounts of good quality armour and weapons will serve nicely although some items do have stains that we can't seem to get out.

27th Sandstone, 770  
Three Haunts of Fire have been spotted. With the soldiers not ready to engage I have again forbid activites outside the Hell base.

16th Timber, 770  
One of the Haunts of Fire has entered the Hell base through a hole in one of the quarters overlooking a bottomless pit. The flaw in this structure is overwhelmingly obvious that I fail to see how one responsible did not realise the error when faced with flying demons. Hopefully the military will fix what civilian authorities break, without too many deaths this time.

21st Timber, 770  
A goblin ambush was sighted by the main gates on the surface. No squads have been deployed due to the little threat they pose. I doubt even they would get past the traps the former rulers have installed.  
Also due to the large turn out to the ~throw a puppy into molten rock™ day I've cancelled it until the Hell fort's new wing is finished. Needless to say the butchers will continue their duty.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 22, 2012, 03:52:30 am**

Is That Aussie Dwarf: Noticer of Things still alive?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 22, 2012, 03:55:34 am**

Quote from: ThatAussieGuy on January 22, 2012, 03:52:30 am

Is That Aussie Dwarf: Noticer of Things still alive?

I'm afraid no one else but him is capable of noticing rather or not he is still alive.

Har de har.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 22, 2012, 04:01:12 am**

Quote from: AnimaRytak on January 22, 2012, 03:55:34 am

Quote from: ThatAussieGuy on January 22, 2012, 03:52:30 am

Is That Aussie Dwarf: Noticer of Things still alive?

I'm afraid no one else but him is capable of noticing rather or not he is still alive.

Har de har.

You may laugh now, but just remember: My turn is coming soon...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 22, 2012, 04:10:54 am**

Quote from: ThatAussieGuy on January 22, 2012, 04:01:12 am

Quote from: AnimaRytak on January 22, 2012, 03:55:34 am

Quote from: ThatAussieGuy on January 22, 2012, 03:52:30 am

Is That Aussie Dwarf: Noticer of Things still alive?

I'm afraid no one else but him is capable of noticing rather or not he is still alive.

Har de har.

You may laugh now, but just remember: My turn is coming soon...

Last I checked, yes he is alive and kicking.  
At the moment I'm trying to get the general population down into the secondary fort above the Hell fort. The game's doing some strange things like idle masons not taking construction jobs (the courtyard needs to be covered as soon as possible.) even though the burrows, access and materials are all good. Canceling and building them again seems to have fixed most of it. The military is in a better shape now



with the squads trainning in the Hellbase so they are on hand to fend off demon attacks. Hopefully I can get some extentions to the base done and get the spike trap working. :)

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 22, 2012, 04:32:13 am**

Quote from: Eoganachta on January 22, 2012, 01:25:32 am

16th Timber, 770  
One of the Haunts of Fire has entered the Hell base through a hole in one of the quarters overlooking a bottomless pit. The flaw in this structure is overwhelmingly obvious that I fail to see how one responsible did not realise the error when faced with flying demons. Hopefully the military will fix what civilian authorities break, without too many deaths this time.

Oh yeah, I meant to put a hatch cover over that but I got distracted. Didn't think demons could path through glowing pits anyway, despite flying. Oh well, at least I patched up every other hole in the roof.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **The Mad Fool** on **January 22, 2012, 11:37:10 am**

How's The Mad Fool doing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 22, 2012, 04:39:16 pm**

Quote from: The Mad Fool on January 22, 2012, 11:37:10 am

How's The Mad Fool doing?  
Last I saw he was trying  
to treat those injured in the last demonic invasion.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 23, 2012, 01:20:44 am**

Nice job so far Eoganachta, you have had a pretty efficient, logical, and oddly sane rule. Well done on improving the military, especially.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 23, 2012, 01:23:01 am**

Quote from: NRDL on January 23, 2012, 01:20:44 am

... a pretty efficient, logical, and oddly sane rule...  
  
Oh, gods, what have I done!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 23, 2012, 01:24:23 am**

Deathgate: where being called a good leader is criticism.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 24, 2012, 12:28:41 am**

15th Moonstone, 770  
A Saffron Demon broke into the Hell fort. The military has been deployed and the response was immediate. Although inod Almoshliml was torn to pieces within seconds.  
  
17th Moonstone, 770  
Disaster! Two Saffron Demons managed to slaughter seven of us. Including our Party Leader, whoâ€™s son was immediately appointed coup leader. While the remaining Saffron Demons fled our onslaught several Red Monsters wish to try our defences and wait to the west. I have heard that we have a sword currently locked away that is made from one of these monsters.  
  
22nd Moonstone, 770  
A speardwarf who arrived and was departing with the merchants decided that leaping off a bridge would help him dodge arrows better. Well it worked. The goblins donâ€™t feel like they need to shoot at him now.  
Eral â€™All IIâ€™ Fikodushrir the Axedwarf is currently resting in hospital after she was the only who was wounded during the recent demonic invasion. Of course there were other dwarves who were injured but their guts were hanging from the ceiling long before the doctors and surgeons arrived. The Mad Fool seems to think sheâ€™ll make a full recovery, although he is not so sure about the poor dwarf whose lower body was detached from his torso.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 24, 2012, 01:57:40 am**

Can I please get an update on my dorf?  
  
If I'm dead, please re-dorf. Same stuff, Baelor, weapon, armor, TRAINING, etc.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 24, 2012, 04:12:47 am**

Quote from: NRDL on January 24, 2012, 01:57:40 am

Can I please get an update on my dorf?  
  
If I'm dead, please re-dorf. Same stuff, Baelor, weapon, armor, TRAINING, etc.

shit. I think he was wacked off again. I'll have to fix that at some stage. (i'm sorry :( but for each demon we take a few casualties, sometimes a dozen :( )  
  
And since I started my turn in early Hematite do I contine to that month or do I stop at early spring?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Velard** on **January 24, 2012, 05:05:29 pm**

Is my eponymous dorf doing okay? I really hope Velard didn't die due to a pathing error again...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 25, 2012, 02:41:53 am**

Quote from: Eoganachta on January 24, 2012, 04:12:47 am

Quote from: NRDL on January 24, 2012, 01:57:40 am

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shit. I think he was wacked off again. I'll have to fix that at some stage. (i'm sorry :( but for each demon we take a few casualties, sometimes a dozen :( )

And since I started my turn in early Hematite do I contine to that month or do I stop at early spring?

You can either stop at early spring, or play an additional year so you don't get shorted in play-time.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 25, 2012, 02:43:12 am**

Quote from: Velard on January 24, 2012, 05:05:29 pm

Is my eponymous dorf doing okay? I really hope Velard didn't die due to a pathing error again...

I can't find anyone named Velard. Sorry.  
and in Deathgate MIA = KIA

Quote from: AnimaRytak on January 25, 2012, 02:41:53 am

Quote from: Eoganachta on January 24, 2012, 04:12:47 am

Quote from: NRDL on January 24, 2012, 01:57:40 am

Can I please get an update on my dorf?

If I'm dead, please re-dorf. Same stuff, Baelor, weapon, armor, TRAINING, etc.

shit. I think he was wacked off again. I'll have to fix that at some stage. (i'm sorry :( but for each demon we take a few casualties, sometimes a dozen :( )

And since I started my turn in early Hematite do I contine to that month or do I stop at early spring?

You can either stop at early spring, or play an additional year so you don't get shorted in play-time.

Right. I'll do a complete year of play. Late Spring 770 to Late Spring 771

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 25, 2012, 06:35:15 am**

12th Opal, 770  
Itâ€™s already mid-winter; I hadnâ€™t noticed so close to the worldâ€™s core.  
The child Tirist Igathkol, child of Alex the Red and Ingish Zefonunal, has been reported acting strangely and has tried to emulate the craftdwarves by playing in the workshops. I donâ€™t expect anything to come from it. In Deathgate you are either a mason building in Hell or a soldier killing anything that doesnâ€™t think we have building consent.  
The demons reported earlier seem to have left. Good riddance, I say!

16th Opal, 770  
The child created Ubilzes Mishthem Riril, a spore tree amulet. Not something we can use to kill demons. No matter. The child will soon be of age and will killing demons with the worse of them.

16th Obsidian, 770  
An Opposum Brute managed to sneak into the Hell fort through the scaffolding that had been erected as the masons put up the third story walls. It was promptly locked in the archery range and then engaged when the military had been mustered. Although I was expecting a brutal fight, the demon was slain without a single casualty (although one axedwarf suffered a broken leg). I have already opened a bottle of plumphelmet wine in celebration. Deathgate is to be feared!

11th Granite, 771  
As we were finishing enclosing the courtyard of the Hell fort in stone, a Grey Devil attacked the upper banister. It scared the masons and caused delays in the construction of the outer fort. Iâ€™ve ordered the military to engage. Iggy McNatz II was viciously attacked and seriously wounded. Iâ€™m hoping the Mad Fool will deal with him in a timely manner.

[Spoiler \(click to show/hide\)](#)



12th Granite, 771  
Alas in the ensuing battle Iggy McNatz II suffocated. We engaged the Devil on the second banister and it has been slain. But not without loss. Several were injured including our glorious leader who lead the charge himself.

[Spoiler \(click to show/hide\)](#)



15th Granite, 771  
A Haunt of Fire broke into the fort during the confusion involving the Grey Devil. The military dispatched it.

18th Granite, 771  
The Hell fort has been plagued by several demonic invasions. They aren't too much trouble for the organised military but they are interrupting the masons enough that no work can be done.

27th Granite, 771  
Some migrants arrived despite the danger. I've already drawn up the conscripting order.

8th Slade, 771  
The courtyard of the Hell fort has been completely sealed. Now the structure can be filled with residential chambers or whatever the hell pleases us.

19th Slade, 771  
Cog Abodreg has been sighted running down the corridors screaming about a sudden idea he's had. I've advised the other craftdwarves to stay out of his way and for a military detachment to be sent to his workshop. Cog has presented me with Usirtomus, an adamantine amulet. I am not amused.

1st Felsite, 771  
The final month of my family's rule is coming to an end. At the start of Hematite I shall pass over rule to a democratically elected government now that the immediate threat has passed. This coup is nearing its end. I have ordered work on refurbishing the soon-not-to-be courtyard with rooms. If work is allowed to continue it should be able to support a good percentage of our population. Farms now exist in Hell; bedrooms now exist in Hell. Soon we shall be a thriving metropolis inside the very depths of Hell! We are no longer troubled by the demonic pestilence that tries to regain control of their home. Hell is ours now. While our army can only dispatch single demons at any one time, our stone walls protect us better than any army could. We control the battles now. But I still experience engrams of the fallen. Fragments of what once was. They were not; they were; they are not; they do not care.  
If we wish to expand in future, we can. I've already planned some extensions to the hilltop to the south of the fort. I will advise the civilian government to wall off large areas and then, once sealed, begin construction inside to minimise exposure to the demons' wrath.  
We also have a problem developing west of the BATTERY on the same level. I will leave the matter to civilian contractors when they take over.

Spoiler (click to show/hide)  
And thus ends my turn at Deathgate. The highlights included a demon killing two dwarves with a sock (which I think was dropped on the spike trap somewhere). The next overseer should continue building rooms inside the courtyard. It's completely sealed off. The only way demons can get in is by the bridge leading into the fort along the spike trap (which isn't completely operational due to complications). It can be opened by the (white?) level marked in the middle of the fort (F4). The army can deal with single demons at a time but anything like a Brute will murder several dwarves before it goes down regardless so I'd find another way other than a direct charge to deal with those (from experience here). I lost about 30 something dwarves in total. 😊 But I doubled if not tripled the area we now occupy in Hell! Enjoy.

SAVE:  
Spoiler (click to show/hide)  
<http://dffid.wimbli.com/file.php?id=5397>

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 25, 2012, 06:38:14 am**

Awesome, Eoganachta!

For future overseers: Please make the military even better.

BTW, am I re-dorfed?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 25, 2012, 06:46:09 am**

Quote from: NRDL on January 25, 2012, 06:38:14 am

Awesome, Eoganachta!

For future overseers: Please make the military even better.

BTW, am I re-dorfed?

Sorry, no. A few things distracted me while it was on my mind. I must have gone through a few of you during my turn.

Next overseer: Redorf Baelor the fifth (or something)



Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 25, 2012, 06:54:37 am**

Did you ever link up the repeating spike traps to a lever?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 25, 2012, 07:33:34 pm**

Quote from: Mitchewawa on January 25, 2012, 06:54:37 am  
Did you ever link up the repeating spike traps to a lever?

I got about a third to a half of them done before I was forced to seal the fort up. The lever should be marked.  
Also I completed the water system so the wells in the fort above Hell work now. It saves dwarves going to the top fort to get water.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 26, 2012, 04:19:19 am**

Mobotium has been informed of his turn. Also very nice work Eoganachta, you've made Deathgate proud.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 26, 2012, 08:25:57 am**

Nearly my turn. Whatever shall I do tē with this hell-diving fortress?....

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **NRDL** on **January 26, 2012, 08:26:54 am**

Please don't make another checkerboard. Make something even more awesome.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 26, 2012, 09:27:56 am**

Quote from: NRDL on January 26, 2012, 08:26:54 am  
Please don't make another checkerboard. Make something even more awesome.

There wouldn't be any point, even if I wanted to - it relies on the initial demon rush and the fort's WELL past that. Out of curiosity, is there an aquifer in Deathgate?...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 26, 2012, 10:19:59 am**

Quote from: ThatAussieGuy on January 26, 2012, 09:27:56 am  
Quote from: NRDL on January 26, 2012, 08:26:54 am  
Please don't make another checkerboard. Make something even more awesome.  
  
There wouldn't be any point, even if I wanted to - it relies on the initial demon rush and the fort's WELL past that. Out of curiosity, is there an aquifer in Deathgate?...

There is and it's a doozy too. I had !Fun! trying to get around it. It's a few layers above the farming level.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 26, 2012, 07:34:25 pm**

Quote from: AnimaRytak on January 26, 2012, 10:19:59 am  
Quote from: ThatAussieGuy on January 26, 2012, 09:27:56 am  
Quote from: NRDL on January 26, 2012, 08:26:54 am  
Please don't make another checkerboard. Make something even more awesome.  
  
There wouldn't be any point, even if I wanted to - it relies on the initial demon rush and the fort's WELL past that. Out of curiosity, is there an aquifer in Deathgate?...  
  
There is and it's a doozy too. I had !Fun! trying to get around it. It's a few layers above the farming level.

**EXCELLENT**

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 26, 2012, 08:16:16 pm**

Careful, I think there's a couple of walls made out of fortification that the water can get into the base through. Best completely wall those up if you plan on doing what I think you are.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **January 26, 2012, 08:19:25 pm**

If you're doing what I'm guessing you are, I wouldn't. Flooding hell will drop the fps even further. If such a thing is possible.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 26, 2012, 09:44:34 pm**

Quote from: Blade Master Model 42 on January 26, 2012, 08:19:25 pm  
If such a thing is possible.

Quote from: Blade Master Model 42 on January 26, 2012, 08:19:25 pm  
If such a thing is possible.

Quote from: Blade Master Model 42 on January 26, 2012, 08:19:25 pm  
***If such a thing is possible.***

Someone doesn't know me very well...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **January 26, 2012, 09:54:59 pm**

Uh oh... This should be !!FUN!!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 26, 2012, 10:02:38 pm**

Quote from: Urist McDwarfFortress on January 26, 2012, 09:54:59 pm

Uh oh... This should be !!FUN!!

Have a look at the link in my sig. You'll see what I've done...

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Blade Master Model 42** on **January 26, 2012, 10:34:59 pm**

I meant the FPS dropping further, not flooding hell. I *know* you can do that.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 27, 2012, 01:05:37 am**

I'm not going to flood Hell. Once was enough. Besides, I'd have a far harder time of walling off the perimeter in Deathgate than Swordthunders due to the roaming demons.

I'm planning to improve the fortress's power supply, get a few machine designs laid out, and maybe see if I can improve the hellfortress a bit in general

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 27, 2012, 05:37:03 am**

Quote from: AnimaRytak on January 26, 2012, 04:19:19 am

Also very nice work Eoganachta, you've made Deathgate proud.

Thank you, thank you. \*takes bow\*  
What happens next should be interesting. :P

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **terko** on **January 27, 2012, 01:09:34 pm**

I have to say, I had a good read with that thread the last couple of days.

You gave me quite some inspiration on how to handle certain things.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **January 27, 2012, 02:28:36 pm**

Quote from: ThatAussieGuy on January 26, 2012, 10:02:38 pm

Have a look at the link in my sig. You'll see what I've done...

I've read quite a bit of that thread, but I don't recall you flooding hell... There was a lake, though, IIRC. So some flooding must have been involved. Did you end up filling the whole thing?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mobotium** on **January 27, 2012, 03:20:10 pm**

Oh, my turn, cool.

Ima gonna take a look around rigth now, probably play for real in 2 days.

~~~~~EDIT~~~~~

Its the 26th of Felsite.

Counting on my previous military acheivements, I was called from retirement on a peacefull nearby vilage as the last overseer stepped down from power over at Deathgate, the grand fortress were the demonic spawns of hell itself are held from destroying the realms of all Dwarvenkind.

Originaly I was called in to command one of our demon-slaying battalions, that was when I saw the so-called "pretenders" to the position of overseer of the fortress: one, a poor pissant farmer who knew about as much about defences as a damm elf. The other, a craftsman whose campaing moto was "craft rock, not bones!". Despite the fact that crafting rock is indeed quite profitable, if dumping them on humans that is, the motto just struck a nerve on me. Point is, I steped forward during the final election speech, slashed both their guts off and threw them down the nearby magma-well. After a 2 seconds silence, I was acclaimed as new overseer and given a office, bedroom, dinning room and a pile of paper bout' two elves tall.

My first job as overseer was, ofcourse, to check the stockpile records. Reading the letter that was clearly written by an half-assed illiterate ammateur, I find with satisfaction that we have more than enough food and drinks to last us for quite a few years, no need to worry about famine at least, wich is quite good considering the army this literal hell-hole will have to support. Ignoring the stone reports, I check the weapon and armor reports and find that we have enough high-quality armament to easily support a force some five-times bigger than our current one. I also find that a unnamed craftsman managed to unlock the secrets to manipulate the flames themselves and create a mounstruosity of a living-weapon that, according to reports, had already claimed the lives of several that tried to wield it. I congratulate this dwarf, whoever he is.

Spoiler (click to show/hide)

I pass to the defence reports. The outer perimeter of the fortress is well defended, and there is no viable passage for any invader force, large or small, to infiltrate our city. I must congratulate the previous rulers for this, at the very least. However, the real concern is not the goblins or other random dangerous creatures who roam the day and the nighth, but the ones I was called here to kill in the first place, in other words, the demons in the depth.

At first glance at the main fortress, I come to the conclusion that I have absolutely no idea what the hell is hapening. Theres such a damm massive amount of random passageways, corridors, rooms, unused grand dinning-halls and massive cavern-like holes that it

seems impossible that this was designed by anything else than a numerous amount of half-mad dwarves with no skill in drawing architecture. It would actually be a interesting sport, "Imagine what the madmen had in mind when building this shyte". A good sport for elves that is. I should capture some of them latter on and offer them unconditional freedom if they get it righth, ofcourse, we have no way to tell if they do get it righth...

Furthermore, it seems no one around the entire fortress knows how anything works either. It seems all the previous overseers have coincidentally contracted a rare case of "Selectivus Forgetus", and cant offer any help at all about the inner workings of the fort. Well, as long as everything works smoothly, there should be no problem.

//Afterword//

[Spoiler](#) (click to show/hide)  
I unpause for half a second: got 4 pages of announcements.  
Among the spam of "wrong justice state" errors, wich I never found before, three animals aparently killed eachother (there seems to be a quite large of animal infigthing, somewere). Also, a child tried to stora a owned item, whatever it was. 🙄

Btw, this is the first time Il be involved with hell-stuf other than closing the gap with microline bricks. Also, first time playing a community fortress. Expect lots of fun and all your hopes for a better military at the end of the year to be ruined 🙄

We seem to still be building a room in the main fortress down there, any precautions I should have from the experts?

Also, 18 fps. Wooot?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Mitchewawa** on **January 27, 2012, 06:20:36 pm**

Love the writing, keep up the good work.  
  
Also, don't forget to link all the adamantine spikes to whichever lever Eogan started to. Use high-quality mechanisms.

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 27, 2012, 07:32:10 pm**

[Quote from: Urist McDwarfFortress on January 27, 2012, 02:28:36 pm](#)  
[Quote from: ThatAussieGuy on January 26, 2012, 10:02:38 pm](#)  
Have a look at the link in my sig. You'll see what I've done...  
I've read quite a bit of that thread, but I don't recall you flooding hell... There was a lake, though, IIRC. So some flooding must have been involved. Did you end up filling the whole thing?

Read around page 60/70-ish.  
  
Interesting writing, Mobotium. Keep it up!

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **AnimaRytak** on **January 27, 2012, 08:41:32 pm**

18 FPS is quite respectable for the monster that is Deathgate.  
  
I hadda kill a lotta animals to get it that high.  
  
Also I changed the thread title again. A Legacy of Horrible Things. Seems appropriate.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **January 27, 2012, 10:00:14 pm**

I hovered around 40-50 FPS in Deathgate, even with the animals. Go me!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **January 28, 2012, 12:56:48 am**

Nice writing so far, Mobotium. If you're gonna mess up the military as badly as you say, at least keep the named dwarves alive, if you can.  
  
Is my dorf alive and TRAINING?

Title: **Re: Deathgate - Successful Hell Colonization! (Succession Game)**  
Post by: **Eoganachta** on **January 28, 2012, 05:21:32 pm**

[Quote from: Mobotium on January 27, 2012, 03:20:10 pm](#)  
[Spoiler](#) (click to show/hide)  
I unpause for half a second: got 4 pages of announcements.  
Among the spam of "wrong justice state" errors, wich I never found before, three animals aparently killed eachother (there seems to be a quite large of animal infigthing, somewere). Also, a child tried to stora a owned item, whatever it was. 🙄  
  
Btw, this is the first time Il be involved with hell-stuf other than closing the gap with microline bricks. Also, first time playing a community fortress. Expect lots of fun and all your hopes for a better military at the end of the year to be ruined 🙄  
  
We seem to still be building a room in the main fortress down there, any precautions I should have from the experts?  
  
Also, 18 fps. Wooot?

The error messages are something to do with the justice system. I think the COTG is trying to jail someone but they can't path to either the person or the jail. And yes, I kind of ignored the animal overpopulation problem...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **January 28, 2012, 09:33:28 pm**

Deathgate just gets more awesome. I'm definately not re-adding myself into the Overseer list until I get errything straightened out in RL.  
  
If Velard is missing, yeah, he's dead. I'd like to be re-re-re-dorfed as Nyrral.



Also, AnimaRytak, she will be getting the materials for the !!surprise!! soon.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **January 28, 2012, 10:21:19 pm**

Quote from: Velard on January 28, 2012, 09:33:28 pm

Deathgate just gets more awesome. I'm definately not re-adding myself into the Overseer list until I get errything straightened out in RL.

If Velard is missing, yeah, he's dead. I'd like to be re-re-re-dorfed as Nyrral.

*Also, AnimaRytak, she will be getting the materials for the !!surprise!! soon.*

Armok is pleased.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **January 29, 2012, 12:56:11 pm**

Its the 27th of Felsite.

After a light breakfast of some kind of blue rubber-like thing the cook called "Sky Blue Fiend Meat" (I had him taste it before, I didnt survive 79 years in the mountainhomes by having the elf slaves make me food...), I proceeded with the inspection of the Hell-Fort itself.

The fort itself is large enough to easily accommodate a fighting force of thirty dwarves, plus related food and beverage industries, almost indefinitely. There also seemed to already be some work towards that goal, with the placement of a farming area and designated sleeping quarters for part of the population. Ignoring the bodies of oversized flaming things, I follow the stairs to the second level, wich a microcline tablet glued to the wall with, what I presume is, a mangled mass of plaster, goblin blood and the meat-thing I had for breakfast, told me was "the shooting range".

Going through the door-frame I am pleased with the sight of hundreds of bolts stacked neatly into packages, for quick reloading you see, and the extensive fortifications, letting overlook the hellish land before us. Further inspection told me that this floor was still under construction, evidenced by the amount of piss-ants running around with rocks. One look at the land arround us showed no sign of the demonic spawn, so I let them continue. At least they arent pissing their pants out and drinking all the booze.

I had to order them around a bit though, the latest booze-sponge illiterate who passed as a architect in this place decided to tell the masons to build the bedroom's outer walls first, and THEN the damn middle pillar. I got a feeling were that "disease" came from now...

On a last inspection on the lower level I found a note neatly pasted on some differently-colored wall telling me, the next overseer, to connect the blue spikes on the other side with one of the levers on the mid-fortress. I just gave the note to a random mechanic and told him to comply.

On overall the defences are better than I thought. This fortresses chances of survival should be at around "Bad-Horrible" level. Still better than "Hellish Shit-Spawn" level.

28th of Felsite.

I passed by two dwarves speaking quietly on a corner today. I didnt recognize any of them, probably just some random piss-ants, but I heard one of them talking about "materials" and "!!surprise!!". Either their some kinda elf pussies in disguise or their planning something bad, either way, I should keep my eye on them...

29th of Felsite.

There was a report of a strange smoke being seen coming from the stairs leading to the Hell-Fortress, along with bloody cries of "save meee" and "Im melting!!" and more notouriously, "Their comming! KEEP EM AWAY FROM MEEE!!!". I order the entire Hell-Fort quarentined until furter notice...

1th of Hematite.

The smoke finally dispersed. I led the excursionary expedition into the Hell-Fort's entrance and what I found was worthy of getting the fuck out and closing the hole with microcline. On the entrance bedroom, were the smoke aparently originated, and the adamantine spire above, were it spread before we could close the grates, there was a shallow covering of some strange light-blue half-frosted liquid, particularly arround what I believed to be dwarven bodies.

What remained of them at least.

They looked like someone had roasted them alive by dumping them into magma and pulling them back after some time, charred remains of bones and fat tissue, mangled with aparently still working black organs and beating, black hearts. None of their possessions seemed to have even a scratch or burn mark, and it might've been my imagination, but they actually felt cold to the touch.

In the room area, we found a single survivor, face-down, almost drowning in a pool of melted fat and blood, and that blue goo. She told us her name was StÃ¶kud SikellÃ²r, a hammerdwarf recruit. According to her, she managed to survive because when she noticed the smoke and the cries of her mates, she was standing on the doorway leading to her room, and managed to close the door with the smoke only hitting her legs and lower-torso, which had their fat melted away in a question of seconds. I asked her a depiction of the occurrence as detailed as possible, this is a resume of the information I was able to gather:

As StÃ¶kud was walking over to her bed, after another long patrol duty, she overheard two other soldiers speaking in the lounge close to the stairway. One was talking about a sock he recovered from hell-patrol duty. It appeared to be covered in a frozen Light-Blue substance, similar to adamantine. The other was telling him to give it to "The Mad Fool", who aparently was conducting research upon these substances (further inquiring about the real name, location or identity of this person was met with opposition, so I had to back down. It seems I also need to keep a eye out for further mentioning of this name...). As she was entering her quarters, she heard a scream and turned to find the two dwarves enclouded in a strange mist, "like the one from dumping magma on ice." she said, apparently having their skin boiling and exploding in places. Having only time to close the door before the smoke had spread across the whole room. "not fast enough though, I guess", she said looking at her lower body.

A little after the interrogation, we heard shouting from the side of the room, beyond the doors leading to the Hell-Fort proper. Carefully opening them, we found that most of the inhabitants of the fort managed to close the doors in time to stop the smoke, and thus survived the ordeal. After ordering the cleanup of all material and the disposal of the blue liquid, i was informed that several other dwarves had been found in similar conditions all around the fortress, along with their pets. Fortunately these all hapened inside private rooms and the such, so the scale was much smaller.

I could only assume the reason to all these ordeals was the frozen liquid mentioned by StÃ¶kud, probably some kind of trap engineered by the demons, of course, I could not forget the mention of "The Mad Fool's" being researching these substances and the hostility in anything related to that name I sensed across the fortress. Anyways, I ordered a total checkup on all material that came even a hundred meters close to hell and the destruction of all material found to be "rigged". Also, I suspended all hell-patrols until countermeasures for these incidents were instaled.

In total, we lost about a dozen pets and thirteen dwarves to this ordeal. The workers wanted me to express here some the names of some of those we lost, saying they were important or something, no matter.

Yoursfear II

Those are the more "important" casualties. This is a great blow to the fort, but we shall find a way to recover.

We always do.

//Afterword//

[Spoiler](#) (click to show/hide)

Do I get some prize for somehow killing of 13 dwarves in the first 5 in-game days?

Took about 1:30h to write that, god... Btw, its as accurate as it can get, shit did happen like that. Only thing I can think of is the previous ruler had temperature turned off or something... btw, you know that small scrap of military we had? yea...

Thanks to Mitch for combing over for spelling errors. ~~I <3 Mitch.~~  
(~~Even though Im not sure they are actualy correct, since I didnt bother with comparing~~)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 29, 2012, 07:52:59 pm**

Quote from: Mobotium on January 29, 2012, 12:56:11 pm  
Also, I have a bad habit of making typos and not managing to find any afterwards, side efect of my browser being on another language I guess... If you find any, would you be so kind as to pm me about them? Thanks very much!

Mostly the wrong where's and there's, and a few cases of only one letter where you need a pair of them. Still pretty good overall - B-

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **January 30, 2012, 06:18:55 am**

Its the 3rd of Hematite.

With the anxiety of the previous days finally wearing off, things appear to be returning to normal pace.

I took a small tour of the workshop area, and I was pleased to notice the large amount of raw adamantine we had stored, as well as all the craftsman working to process it. I checked the blacksmiths, filled with the glorious noise and smell of burning metal, magma and goblin-bone cups. We seemed to be forging sarcophagus out of gold and platinum. Also, were so damm rich even the mass-production barrels are made of silver! Also, adamantine coffins.

...

I went in to talk with the blood-assed punk who had the craptastic idea of wasting the blue on some damm coffins...

[Spoiler](#) (click to show/hide)



Much better, now as I was saying...

I kept up the tour to find dwarves already instaling the mechanisms needed for the blue spikes at the entrance. That being said, everything seems to be progressing smothly. Its time to begin preparation of a military force capable of taking out the current rulers of hell. I had a couple of ideas looking over the goblin prisoners over at the rotten-food dumping area...

I call over one of the message carriers.



"Have the manager order production of 160 copper menacing spikes. Also, begin mass-smelting of iron bars."

This ough to be intresting...

//Afterword//

Spoiler (click to show/hide)  
Quick update before school.

Only masterwork and exceptional mechanisms were used connecting the spikes, though magma-safe characteristics had to be sacrificed for that, something to keep in mind...

Also, sorry for the images, Il upload somewere else next time.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **January 30, 2012, 07:11:49 am**

I might be remembering wrong, but isn't Deathgate a ironless map? Also, copper spikes suck against demons. That's why I made 300 adamantine spikes.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **January 30, 2012, 07:29:27 am**

Oh, but you see good sir, the spikes arent purposed to be directed at the demons ;)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **January 30, 2012, 08:35:59 am**

Quote from: Mobotium on January 30, 2012, 07:29:27 am  
Oh, but you see good sir, the spikes arent purposed to be directed at the demons ;)

Don't demons have [trap-avoid] or something?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **January 30, 2012, 08:42:51 am**

Quote from: Mobotium on January 30, 2012, 07:29:27 am  
Oh, but you see good sir, the spikes arent purposed to be directed at the demons ;)

...is this a good time to ask for a status update on my dorf?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **January 30, 2012, 01:50:10 pm**

Of course, if you would be so kind as to tell me his name.

//Update//

Its the 22nd of Hematite.

Two migrants arrived today, coming from the montainhome. one is a farmer, another a milker. From a sealed letter they gave me (suposedly their imigration registry, given by the **D**warven **E**ntity of **D**anger-**Z**one **I**migration AKA: **DEDZI**), I understood that these were actualy jailed prisoners that, due to lack of available cells and the misterious disappearance of the apointed hammerer, were sent here to, and I quote, "forced work on the forges or serve as meatshields for protection or whatever you please, just make sure their busy dying". I enlish them under my personal squad "The Dabbling Shields". May their hands slash many throaths out.

We seem to be down to 14 military dwarves with this addition. 10 various melle skills and 4 marksdwarves. All of them damm recruits...

On a side note, the plans for the goblin batle-arena are complete, and the miners have begun construction. It will feature a large shooting range, special warrior lounges and large place for onlookers. Included will be repeating spike traps and death-holes, for when the crowd wants something difrent than mindless goblin slaughter. A drowning cell and magma-falls sistem is also planed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **January 30, 2012, 07:24:13 pm**

Quote from: ThatAussieGuy on January 30, 2012, 08:35:59 am  
Quote from: Mobotium on January 30, 2012, 07:29:27 am  
Oh, but you see good sir, the spikes arent purposed to be directed at the demons ;)  
Don't demons have [trap-avoid] or something?

Repeating spikes aren't affected by [TRAPAVOID].

Wait, if the spikes aren't aimed at the demons, why not just use weapon traps on the goblins? Made from salvaged goblin weapons? Unless there's some super awesome trap that requires spikes, weapon traps are far easier due to lack of friendly fire, additional mechanism placement and lever micromanagement.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **January 31, 2012, 01:39:14 am**

My dwarf's name ( If I was even re-dorfed since Eogonachta's turn ) is Baelor.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **January 31, 2012, 01:43:11 pm**

Quote from: Mitchewawa on January 30, 2012, 07:24:13 pm  
Wait, if the spikes aren't aimed at the demons, why not just use weapon traps on the goblins? Made from salvaged goblin weapons? Unless there's some super awesome trap that requires spikes, weapon traps are far easier due to lack of friendly fire, additional mechanism placement and lever micromanagement.

Cause menacing spikes are that much more awsome :D



Besides, its a death arena, who DOESNT want friendly fire? also, I dont want the traps to be always on, their only to be used on ocasion...

Quote from: NRDL on January 31, 2012, 01:39:14 am

My dwarf's name ( If I was even re-dorfed since Eogonachta's turn ) is Baelor.

No dwarf with that name around here, what do you want to dwarfed as?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **January 31, 2012, 09:34:29 pm**

This is STILL GOING ON? Seriously?

Is it too late to get dorfed? If not, dorf me in, if you please, as Krosan. If I get a choice of profession, something highly dangerous and likely to result in hilarious death. Like, anything in this damn place.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **January 31, 2012, 10:19:12 pm**

Can I please be re-dorfed as Baelor...the Proud. Please enlist him ( preferably a him ) into the military as a front line fighter, requests a good weapon, armor, and TRAINING.  
  
Please.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Lord Dakoth** on **February 01, 2012, 03:04:33 am**

Even after being mismanaged, invaded, scorched, driven to insanity, haunted, gutted, repopulated, invaded again, and scared shitless by a disembowled deer, this fortress is still going. It's like if a local vampire was chewing a clove of garlic and sipping holy water while sunbathing on the wooden roof of a church.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eogonachta** on **February 01, 2012, 03:44:28 am**

Can I get redorfed as Eogonachta, profession military. thanks.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 01, 2012, 10:48:54 am**

Kay;  
  
Baelor - Profession "The Proud" - Dwarfed  
You have full adamantine plate-armor, adamantine axe and a Steel Shield adorned with rings of whatever, hope thats good enough :-X  
Dont worry, I made sure you were a girl.  
Not realy, just kidding.  
  
Krosan - Dwarfed as a random axedwarf  
Also, YOUR the one making all the wrong-justice announcement spam... >:(  
  
Eogonachta - Dwarfed as Stukud, that dwarf who survived the smoke early on in my rule AKA: the only one who actualy has any kind of military skills in this fort :(

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 01, 2012, 11:15:20 am**

That is awesome. I'm such a badass random jobber that I break the justice system.  
  
Can you make my custom profession "Anarchist" now?  
  
If you need to, you can execute Krosan (as hilariously as possible) to end the justice spam, in which case, just redorf as Krosan II, Anarchist. I won't mind.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 01, 2012, 11:26:24 am**

Well, the 11+ pages of spam righth now tell me that would be quite good indeed, however, we seem to have so few military dwarves that I bear with it for now.  
  
If I ever need someone to catch the attention of a few demons, you'll be top-of-the-list.  
  
//Update//  
  
Its the 1st of Galena.  
  
"Alex the red", aparently one of our only doctors, was found today in his bedroom in hell. Aparently he committed suicide by not drinking. A shame, but I guess he was just a piss-tard in the end.  
  
The arena's construction progresses well. The area has already been dug-out and the smooters and haullers have moved in, pilling up the stone and preparing the walls to be engraved. Work is expected to be concluded in about 2 months. There is a delay in the copper-pike production tough, I allowed all furnace-operators to use the forges and make some more, in exchange for half a extra dose of ale a month. Idiots...  
  
10th of Galena.  
  
The Hell-Fort was atacked by a demon today, a steamy-thing. It was killed with no injuries and the kill goes to a random marksdwarf I dont really remember.  
  
12th of Galena.  
  
Another steam whatever, it was taken out with no problem. Same Marksman killed him, a headshoot this time. I should reeealy close that bridge....  
  
In other news, scouts report a human caravan has been sigthed, personaly, I couldent care less, since we dont seem to have a depot and

Im not in the mood anyways.

14th of Galena.

We caught a snatcher today in one of the cage traps, good thing the arena is near completion...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 02, 2012, 03:18:35 am**

Thanks for the dorfing.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **February 02, 2012, 04:04:59 am**

Quote from: Mobotium on February 01, 2012, 10:48:54 am  
Eoganachta - Dwarfed as Stukud, that dwarf who survived the smoke early on in my rule AKA: the only one who actualy has any kind of military skills in this fort :(

Thanks

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 02, 2012, 04:15:13 am**

Wait...my guy has no military skills?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 02, 2012, 05:06:43 am**

No one has, appart from that female dwarf I just mentioned.

In any case, Fun things are happening now, will update later...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 02, 2012, 05:11:04 am**

PLEASE PLEASE PLEASE PLEASE PLEASE train up my dorf, adamantine weapons and shield is useless without the skill.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 02, 2012, 05:29:45 am**

Its my intention to train the military as much as possible in my turn, part of the reason Im building a arena too.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 02, 2012, 06:23:40 am**

YAY!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 02, 2012, 06:34:59 am**

My turn's getting near... I also notice there's no-one after me on the list... That cant bode well...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 02, 2012, 06:45:38 am**

Theres the previous overseer thingy, I supose those are part of the list, just they give priority to new players...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 02, 2012, 12:20:01 pm**

I'll sign up for a turn, though with no experience with handling forts of this size in any kind of recent memory I can't promise much progress within that turn.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 02, 2012, 04:12:29 pm**

Its the 22nd of Galena.

Two demons broke into the fort today, while the masons were instaling the new draw-bridge. The ensuing figth told us we were at a serious disavantage, something met first hand at the head of my battalion. We lost 3 dwarves almost imediatly, wile not doing even a scratch to the enemy, and I was contemplating having the masons wall us in, and dying a hero's death, when the demons suddently looked back at the entrance, as if sensing a force beyond our understanding, and started to walk back to the fort's perimeter, while we just standed there, dumbfounded.

I imediatly called the masons in order to wall-of the fort's entrance for now, at least untill we have a more experienced military, and went to check on what had happened to the demons. The scene in front of the gates, close to one of the glowing pits, was so fantasticaly retarded that I almost puked while lauphing. The demons had been lured out of their figth with us by a DUCK! I have absolutely no idea how that thing got there, but I just sit back and prepared to enjoy the show of that litle plumy thing geting blown apart by the oversized demoniac things. I got more than I wished for.

One of the demons charged the duck wich, somehow, dodged and tried to hit the demon with his leg. The demon managed to jump into the nearby glowing pit to dodge. The last we heard of him were his cries as he fell down the unending hole, semmingly unable to fly anymore... The other used his dust atack and managed to blow the duck to oblivion, but also project himself into a nearby slade slope and get himself cripled.

I got several things to conclude from this.

First: Good thing we sealed out the fort, since a damm duck was able to do more damage to 2 demons than our 14 soldiers, including myself.  
Second: We sould use those ducks we have "stored" for some scouting work...  
Third: I hate **most** demons. I still like those steamy things we killed before, their remains are great as blankets!

The aftermat of the batle:

We lost 3 soldiers in the melle department. All recruits, and better yet, one was that anoying pissant Krosan, the one always whyning in the dinning hall about how wrong our justice sistem was, that we couldent arrest animals. However, another damm pissant soldier started calling himself Krosan. I think we may be dealing with a unknow retardeness disease here...

Also, there seemed to be some side-effects from that dust atack the demons had...

Spoiler (click to show/hide)

Damm things hitch like hell, dint seem to go away either, fuck's sake...

Also, it appears all the engravers were busy pissing their asses of in laughter and forgot to engrave pictures of the duck figth. I had them throwed into the duck pit for 1 hour as punishment, when they came back they couldn't even speak, good for them.

In other news, it seems there was a mass of goblin ambushes during the time I was on the hell fort, all were either killed or taken into the cages. More meat for the arena. Also, the human caravan was killed by one of the squads, whatever.

The arena is almost complete, the initial part atleast. I ordered the placement of the first of the spike traps, the first goblin prisoners and the other furniture. The time is soon to come, were the grounds of the arena will get their first drops of blood...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 02, 2012, 04:28:32 pm**

You know something's wrong when the livestock has a better combat record than your military.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 02, 2012, 04:57:09 pm**

I got shown up by a fragging duck.

I got. Shown up. By a duck. A duck. A DUCK. A DUCK, A DUCKING DUCK, did more damage than me.

Fraggit, Noodle, clearly this is your fault for vicious torture of physics. Tampering with things beyond our ken has clearly come back to bite us in the form of Angry Physics. WE MUST SACRIFICE THE BATTEREY.

(I prefer that spelling. I think it's better.)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **February 02, 2012, 05:17:08 pm**

Never retreat! Never surrender!

If physics wants to be angry, then we need to get angry too! Beat physics back into submission! Deploy our own duck hordes to battle the ducks of the Angry Physics!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 02, 2012, 06:20:58 pm**

The sacrifice this duck has made must be commended. His name shall be praised forever in Hall of Bestial Legends. Alongside Paindeer, we shall also chant the name of Netherfowl, the great avian hero who struck down two demons singlehan- erm... wingedly! May his beak glisten with blood eternally!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 02, 2012, 06:27:33 pm**

Speaking of which, I grabbed a save and tried finding him. Did Paindeer wind up dying?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 02, 2012, 07:32:50 pm**

I vote we name this duck Darkwing, for his diligent fight and sacrifice against the evil demons! Also, someone should probably clean up that dust before it kills the Hellfort in blistery goodness

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 02, 2012, 08:01:57 pm**

Quote from: ThatAussieGuy on February 02, 2012, 07:32:50 pm

I vote we name this duck Darkwing

Motion seconded.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 02, 2012, 09:41:18 pm**

Wish DF allowed custom engravings on slabs. I'd like to be able to put a marker saying "Here Darkwing, King of the Ducks, slew two demons with his bare webbed feet."

I mean, notes do it, but there's nothing PHYSICAL there to mark the passing, know what I'm saying?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **February 02, 2012, 11:13:22 pm**

Oh lordy, Just got done reading all of this. Totally want in. Let me know when a turn is open.

Also, could you name one of them Dortimus? Make him the official arena fighter, that would be hilariously awesome.



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 03, 2012, 02:54:06 am**

Hey lads and lasses!

A new migrant has arrived. He is a Grand Master Mad Scientist, and a dabbling woodcrafter and an accomplished Dabbler. He is slow to tire. He has mediocre creativity. He likes being outside, at least for a time. He likes Dwarf Fortress for its cruelty to Elves and Mad Science for making Physics cringe. He absolutely detests id-10-T lazy students. He needs aæøøætea to get through the working day and is currently enjoying some.

I read through this thread (= timesink), then I took a look at the last save: My gods,...

Quote  
This place is bigger than our apartment, wanna take a [magma] bath?

It is friggin' huge. Makes my CPU cringe and assume a fetal position. Nevertheless: I would like to sign up for the list, even though it might take some days for me to actually get the turn done (if that's ok with you, I'll try to post updates to show I'm still alive).

Cheerio!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 03, 2012, 03:16:41 am**

I bet my dwarf died when the demon flew the garbage disposal in my room. The one above the bottomless pit in hell.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 03, 2012, 04:33:47 am**

This will teach you to leave the lid on the lavvy closed so that the Dragon of Unhappiness wouldn't fly up your bottom.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 03, 2012, 06:14:47 am**

Who'da thought that demons who could fly would fly over bottomless holes?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 03, 2012, 07:44:14 am**

Well... from a metagaming point of view: with the state of pathing of flying units you are of course right. From an in-game POV: Them hell-holes be spittin' out demons like crazy!

But then I wonder: how could these pits swallow the flying demonspawn (well, probably the duck was too heavy, they should've tried to carry it with two demons, maybe using some sort of string, what is the air speed of one of those, unencumbered of course?).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **February 03, 2012, 08:02:06 am**

Obviously, the duck used a fowl, ancient technique in which he bites the Demon in six pressure points, paralyzing its limbs. Normally, it would kill the demon in six steps, but since it can't take steps in mid-air, it's just falling forever.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 03, 2012, 01:37:14 pm**

Well, I can post the combat reports from the duck thing, but yes, a couple screens woldve been much better...

WHY OH WHY did I have to forget I could take screens at that precise moment :'(, I guess its the "too much single-player syndrome"...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 03, 2012, 05:52:51 pm**

Oooh, Darkwing sounds way better than Netherfowl. I like. If Paindeer is officially pronounced dead, then it's safe to say that the two are killing demons and goblins together in GARhalla.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 03, 2012, 06:27:05 pm**

Yea, the deer is dead, as far as I can tell.

That or it teleported and is still spilling awsoneness is some remote corner of the map...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **February 03, 2012, 06:43:49 pm**

Quote from: Mobotium on February 03, 2012, 06:27:05 pm  
Yea, the deer is dead, as far as I can tell.  
:P

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **noodle0117** on **February 04, 2012, 06:17:27 am**

Haven't posted for a long time.  
Just dropping by to say hi.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 04, 2012, 09:27:12 am**

Ohhh, btw, it seems the duck got himself a special name! Other overseers can find his body by the glowing pit just south of the Hell-Fort. Aparently he was named "Stinthud Zegkel", whatever that means...

//Update//

Its the 12th of Sandstone.

Placement of the spikes and traps in the Arena goes well. As soon as the stone is cleaned-up and doors have been put in place, we can begin the games! Also, some random carpenter made a artifact Blood Torn weapon rack. I had it put on display in the warrior's lounge, it should go well with all the red that's gonna be covering the walls soon, anyways.

In other news, it seems that the human caravan managed to beat back the goblins! I am almost impressed. Also, they seem to be going mad and killing each-other now. Or maybe all that whyping is just some kind of sick game their playing, whatever.

Also, our military personal is finnaly reaching novice stats in axe-wielding. I hope to speed up this process once the arena is finnaly set-up.

22nd of Sandstone.

Two new migrants have arrived, take a wiiiiiiild guess at the jobs appointed to them...  
They were put in the military.

25th of Sandstone.

The new flesh-bags were just standing on the field. When I called them they told me they were really scared of the goblins. They told me of two random goblins who apparently survived the last ambushes by falling on top of some random pillars, and have stayed there since then with their legs broken and aparently living off eachother's blood and "other things"...

I resisted the urge to facepalm miself and sent in the marksdwarves. I dont have time to deal with the uter retardeness that seems to be proeminent among these damm pissants.

27th of Sandstone.

The Mayor proposed we should smelt some kind of trophy to award to the arena figthers. "it should be made out of platinum", he said. I ordered a platinum mug created, its not that bad an idea.

Good thing Im aparently not the only smart dwarf arround here afterall...

8th of Timber.

The goblins seem to be having fun dodging the bolts. On the brighth side, this seems to be good practice for our marksdwarves.

I have a idea tough, Il have the haullers discard some stone on top of them...

13th of Timber.

A caravan from our dwarven brothers has arrived! However, we have everithing we need, so whatever.

17th of Timber.

The dwarven merchants screams indicate a new goblin ambush, guess the flesh-bags are usefull for something afterall. I call the marksdwarves in, they will be positioned at the gates. They did manage to gain a large amount of training from sniping at those two goblins, mmm...

2nd of Moonstone.

Ambush is taken care of, we lost one one militia, one marksdwarf to them.

5th of Moonstone.

Despite me having revoked the orders to shoot at the pillar-gobos (as they shall be called from now on), some of our marksdwarves still go outside to take shoots at them durring training. I guess it became a popular sport or something...

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 04, 2012, 10:54:52 am**

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For some reason, I'm picturing the platinum mug having the words "Worlds Best Fighter" crudely painted on the side

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **KenboCalrissian** on **February 04, 2012, 08:10:23 pm**

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I've checked the raws - "Stinthud Zegkel" translates to "Theater Closets."  
  
...My god, Darkwing Netherfowl was a closet thespian!

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **JoshBrickstien** on **February 05, 2012, 04:06:04 am**

---

Looks like you need more people on your list. I've not read this whole thread, have no idea what's really going on, and am pretty bad at DF in general. If I survive, and the fort survives the turn, it will be likely to be much the worse for it, should my PC manage to keep a relatively playable 10fps. Count me in.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 05, 2012, 06:23:51 am**

---

Its the 2nd of Opal.

Some citizens are complaining of some liquid down at the hell fort that causes their feet to blister permanently on contact. I told them to take a good hard look at my physical condition, so they figure out why I call them a bunch of elf pussies.

3rd of Opal.

The comming of the first snow storm signals the oficial beginning of the winter. Soon Il be forced by tradition to step-down from power. Here's hopping the booze-sponges here manage to keep from totaly destroying this shyte...

20th of Opal.

One of the recruits, Dortimus, asked me about becoming the oficial Arena Master, and therefor be given the responsability of entertaining the masses on non-training days. I accepted, looking forward to his helpless face figthing a goblin squad on his own...

He was also given the bedroom I prepared as the warriors lounge, at the Arena proper.

Soon, the day shall come were the arena trully opens for business...

1st of Obsidian.

At last, the final doors are in place and all the stone is hauled away. This shall be, hopefully, the first of many times the arena shall taste the blood of the enemies of the dwarves!

//

I was unfortunatly unable to be present at the time of the figth, so I shall merely present you with the depictions and testimony of nearby engravers:

[Spoiler](#) (click to show/hide)

The lever is pulled, and the four goblins are freed.

What follows is the saga of six armoured dwarves following four goblins runnung around the arena.

This is the result:

[Spoiler](#) (click to show/hide)

One unlucky dwarf got a broken ankle, other had a broken shoulder, nothing unfixable. Other than that, only small cuts and bruises were received, the gobos were not that lucky.

With the arena finnaly bathed in blood, I order the beggining of the engraving. This will probably be the only arena combat in my rule, but it was a good one.

1st of Slade.

Roghly one month till the end of my reign, the Arena is entering the final stages of its engraving, should be ready on time for the cerimony of the next ruller.

14th of Slade.

Migrants have arrived, 3 of them.

They were, put to work as axedwarves.

17th of Slade.

The Arena is now completely engraved, I begun preparation for another goblin figth, this time a marksdwarf shutdown. Should be fun.

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 06:30:10 am**

---

Oooh, getting close to my turn now... I'm a little excited - This is my first turn in a community fortress.

Mobotium, is the That Aussie Dwarf; Noticer of Things still alive?

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 05, 2012, 07:08:01 am**

---

Quote from: ThatAussieGuy on February 05, 2012, 06:30:10 am

Oooh, getting close to my turn now... I'm a little excited - This is my first turn in a community fortress.

Mobotium, is the That Aussie Dwarf; Noticer of Things still alive?

Yes he is, and he seems to be busy hauling the extra stone in the arena.  
Good dwarf, good. You get extra booze today.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 05, 2012, 10:41:21 am**

---

Its the 1st of Felsite.

As tradition stands I give away my position to the one that shall command our fortress in the next year. Without furter ado, I give away the seat thats fitting of my power.

<http://dff.d.wimbli.com/file.php?id=5449>

//Afterword//

[Spoiler](#) (click to show/hide)

Not a bad year if I say so myself, heres hoping deathgate keeps going till hell is succesefully controled.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 10:49:36 am**

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You forgot to post the savegame link

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 05, 2012, 10:50:10 am**

---

May I ask, for the umpteenth time, how my dorf is doing?

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 05, 2012, 10:52:20 am**

---

Quote from: NRDL on February 05, 2012, 10:50:10 am

May I ask, for the umpteenth time, how my dorf is doing?

I dont remember you EVER asking that, whatever.



From what I remember, hes doing well, and should be arround adequate on military skills by now.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 05, 2012, 10:53:39 am**

Thank you.

I'm REALLY glad this latest incarnation of him has not died yet.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 10:54:11 am**

Got the savegame, but I won't be able to start till the morning though. This should be fun....

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 05, 2012, 10:56:21 am**

We are all going to die. He's probably gonna make a new, awesome machine/mechanism/design that puts the BATTEREY and Noodle's hell evisceration assembly line to shame.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 11:01:24 am**

The savegame works and I gave the fort a once-over. Good grief. I've got my work cut out with this psychotic shamble of a fortress.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 09:29:34 pm**

***Felsite 1, 772***

So I woke up after the annual elections (last man standing in the dining hall drinking contest) and according to the nametag on my beard, I'm this years Overseer. Now I just need to work out how I managed to get an elf girl, two demon corpses and three adamantine socks into my bed. I suspect those mysteries may go unsolved, sadly.

***Felsite 2***

Although I've spent several months in Deathgate, I've finally take the time to go round officially Noticing everything and my thoughts are this; The fort is a clusterfuck of madness, wrapped in insanity. I don't know where anything is, I don't know what anything does. I suspect that even if I COULD find the levers to half the machines in the fortress, I'd only succeed in bringing the hillside down.

Thanks to a little preparation in case I ever was put in charge, my mail-order copy of the Aussie Book of Engineering Trickery arrived not two hours ago (a copy signed by the King of the HFS, no less!) and I intend to put it to use to improve this madhouse.

Before I finish this entry, I've compiled some notes on what I've seen and plan to do;

1. Why the HELL are there Fortifications in the hellbunker?! Don't you loons know some demons can get through those?! Others can spit or throw fire through them! Those are going as soon as I can work out where everyone is and what they're up to. The Bunker's going to be airtight and secure against those goddamn clowns.
2. Why are there three military squads, yet two of them are woefully undermanned? (2 dwarf in one, a single dwarf in the other). I may have to do some shuffling and recruiting.

Spoiler: 3. What in Armok's name happened HERE?! (click to show/hide)



4. I'm told there's a lack of any real source of mechanical power in the fort and that this BATTEREY is both unpowered and misspelled. As there's apparently an aquifer in the hillside somewhere, I think a little look through the Aussie Book of Engineering Trickery is in order. Let's see here... Tidal Defense System...no.... Demon Piston... no.... Checkerboard.... too late for that.... ah, here we are; the AquaWorks....

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 05, 2012, 10:59:16 pm**

I demand that this new Thingie be pronounced the SINGLE-A BATTERY.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 05, 2012, 11:20:34 pm**

Not much has happened, so all you get for now are some minor journal notes

Felsite 4

I was looking through the fortress to get a feel for the place and saw a lever seems to be rigged to what can only be described as a suicide device. This will be rectified shortly. Have you loons never heard of Gremlins?!

Spoiler: Walls are being set up around the lever and Floodgate. Murphy's Law should never be tested (click to show/hide)



Felsite 16  
Dumad Webmirrored mines one square in the passage to the aquifer, then goes on break. Asshole.

Felsite 18  
Morul Rainypaddled, the Fort Broker, does likewise. I sense some passive-aggressive resistance to my leadership. This will have to be dealt with at some point...

Felsite 22  
Found the Aquifer. Time to drag the fort into the Age of Engineering

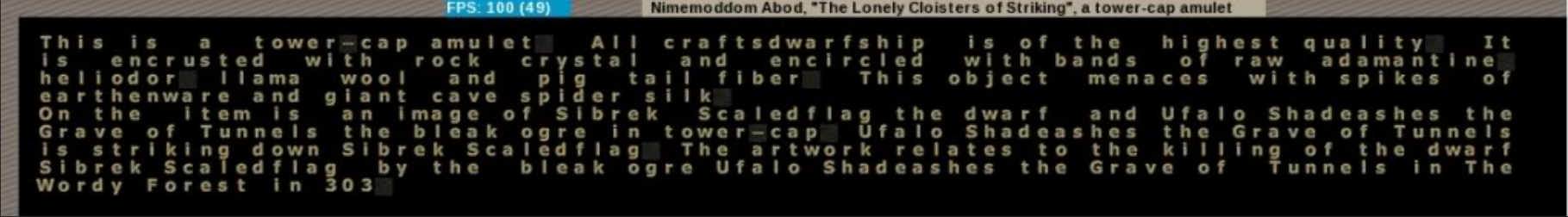
Felsite 26  
I was looking at the civ page and was surprised to find the Humans are led by a Llama Demon Administrator. Must remember to put the Trade Depot down in the HellBunker so they feel more at home

Hematite 1  
Goden Adilthum was possessed. He claimed a Craftsdwaf's Workshop. (I forgot to grab the announcement message). I'm hoping he'll make something, but the Militia's waiting outside his workshop just in case

Hematite 10  
Spoiler: Goden made something! (click to show/hide)



Spoiler: ...I think Goden may be due some counseling. Or a beating (click to show/hide)



Hematite 12  
I've gotten a feel of where the aquifer is and the dwarves are mining out the place where Deathgate's AquaWorks will go. No more refilling, no more winding down. Just constant, steady power in the quadruple-digits... If these lunatics can pick up the pace....

Spoiler (click to show/hide)





Malachite 2  
Um... Remember how I said I was going to make that lever and floodgate safe?... Well...  
Spoiler: Whoops (click to show/hide)



RIP Vucar. Enjoy your lever-filled tomb

Malachite 8  
Good news!  
**Some migrants have arrived, despite the danger.**

Some people haven't heard of the horrors of the fort and actually came to live here! Five of them in fact!  
This brings the population to 84 and an end to the update. Now to go have a look for where the hell some 60-odd of the dwarves are. I swear I cant find more than one or two in any given place.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 05, 2012, 11:44:41 pm**

Hahaha, awesome writing. And yeah, I noted that lever on my first proper update, back in ye olde days of using free-hand to write notes on my screenshots instead of text.  
  
MAGMA ---> US

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 12:39:39 am**

*We already have a suicide lever.*  
  
Well jeez. I was going to spend my turn digging twisting pathways of water and magma that wrap around important conduits of the fort for no better reason than to make things look even more complicated, but knowing that we're already good to go vis a vis self-destruction kinda takes the spark out of it for me.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 12:43:46 am**

Quote from: kefkakrazy on February 06, 2012, 12:39:39 am



We already have a suicide lever.

Well jeez. I was going to spend my turn digging twisting pathways of water and magma that wrap around important conduits of the fort for no better reason than to make things look even more complicated, but knowing that we're already good to go vis a vis self-destruction kinda takes the spark out of it for me.

I walled it off and I've no intention of opening it to reclaim the body unless his ghost turns violent. The suicide floodgate is disabled for the moment.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 12:58:44 am**

How dull. Just set it up so building destroyers can't path to the floodgate (open holes in front of it on both side) and lock the trigger lever in its own room, surrounded by gold statues, wardogs on chains, locks, and traps. If a gremlin gets in there, the ensuing chaos will be well worth the time invested.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 06, 2012, 03:12:22 am**

Btw, That one man squad? Thats the arena's champion squad.

I figure he would make more heroic final-stands in his own squad...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 01:43:55 pm**

Hmm... Looking at your walling-off of the awesome suicide mechanism, does magma not flow diagonally? I thought I had problems with water doing so, but if magma doesn't, that's fine.

Just wondering whether a building destroyer pathing through that stuff and getting to the floodgate through the magma wouldn't still be able to set it off.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **February 06, 2012, 03:55:39 pm**

Quote from: kefkakrazy on February 06, 2012, 01:43:55 pm

Hmm... Looking at your walling-off of the awesome suicide mechanism, does magma not flow diagonally? I thought I had problems with water doing so, but if magma doesn't, that's fine.

both water and magma flows diagonally. water flowing diagonally has no pressure. magma only has pressure under special circumstances.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 06:58:02 pm**

I realised that myself when I looked at the picture after posting. I'm going to play some more of Deathgate shortly and I'll be fixing that little mistake.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 07:51:01 pm**

Just checking; Will 8,000 constant uristWatts be enough for everyone? I can make it bigger if you guys want. Also, I walled off that floodgate properly. I'll update properly a bit later

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 09:45:46 pm**

Ye gods it takes ages to get anything done in this hellhole. I'm slowly reassigning jobs as I work out who's doing what and which tasks aren't that important to the basic running of the fort

Malachite 14  
I've disassembled the screwpump that once fed this "BATTEREY" in order to extend my own, far superior, BATTERY. Properly spelt, and properly powering the fortress once it's done. If it gets done by the end of the year >.>

Malachite 26  
I expanded the BATTERY chamber a little to the west to get an even 2k uW from each row

Malachite 28

Spoiler: What the shit is this mess? (click to show/hide)



Can someone please tell me why there are cats and birds fighting in the nesting box? Who the hell started an underground animal fighting league in this goddamn fortress? I WANT NAMES! Specifically the bookie so I can put 10 dorfbucks down on the cat Thukut Likotdesis

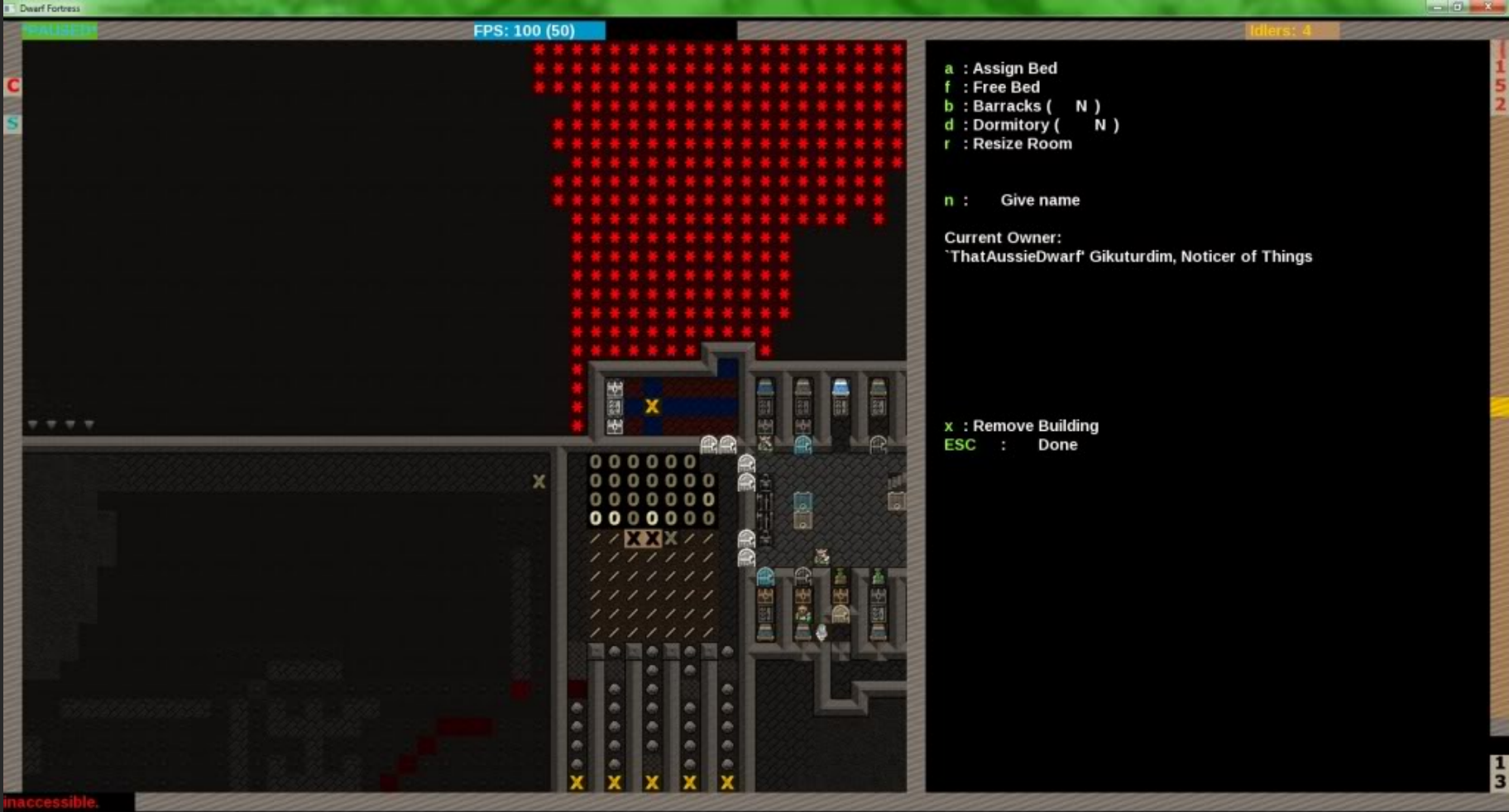
Spoiler: [He's a real scrapper](#) (click to show/hide)

**The Stray Blue Peacock bites The Cat in the third right front toe, but the attack glances away!**  
**The Stray Blue Peacock snatches at The Cat in the nose with his first toe, left foot, denting the skin!**  
**The Stray Blue Peacock bites The Cat in the left rear leg, denting the skin and bruising the fat!**  
**The Stray Blue Peacock latches on firmly!**  
**The Stray Blue Peacock bites The Cat in the upper body, denting the skin and bruising the muscle!**  
**The Stray Blue Peacock latches on firmly!**  
**The Cat scratches The Stray Blue Peacock in the lower body, tearing the fat and bruising the muscle and bruising the guts!**  
**The Stray Blue Peacock bites The Cat in the upper body, denting the skin and bruising the muscle!**  
**The Stray Blue Peacock latches on firmly!**  
**The Stray Blue Peacock bites The Cat in the right front paw, denting the skin!**  
**The Stray Blue Peacock latches on firmly!**  
**The Cat scratches The Stray Blue Peacock in the upper body, tearing the fat and bruising the muscle and shattering the left true rib!**

Galena 2  
Discovered a rather fancy bedroom in the Hellfort that seemed unoccupied.

Spoiler: [Mine now!](#) (click to show/hide)





Galena 17  
 Human Caravan arrived. I should probably find the goddamn Trade Depot.  
 Also; our meat stocks have suddenly sharply risen to 436. I'm... not sure what to make of that, though the two events are unrelated.

Galena 18  
 Ah, bugger. I knew this would happen eventually

[Spoiler: Goblin ambush turned up outside the fort \(click to show/hide\)](#)



Five of them in total, all macegoblins

Galena 19  
 A marksdwarf named Urist got to them first on the bridge. I honestly don't know if the weapon traps were on or not, but he sent three flying off the bridge before beating the last to pieces

[Spoiler: Urist seems to have what I call "A Murderboner". He seems to thrive on death and isn't sated till he's surrounded by corpses \(click to show/hide\)](#)





I didn't get a picture of it, but ol' Snamoz there was finished off by a speardwarf literally dicing him into small pieces that went flying in five directions.

The other goblins were left where they fell

Spoiler: Broken and dying under the bridge. Assholes. (click to show/hide)



Limestone 17.

I was originally only using surface wood in my BATTERY for a uniform color scheme, but I dont give a damn anymore. These slackers will just have to use any damn wood they can get their grubby hands on instead.

Limestone 23

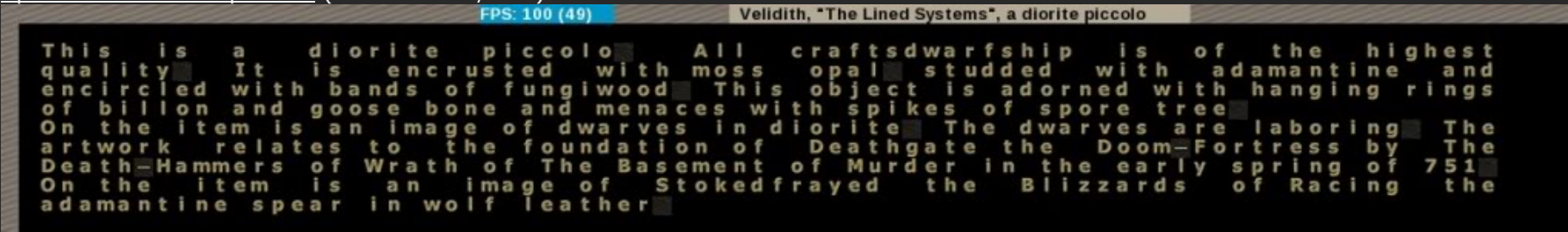
SinPwn had a fey mood. This could be bad if he's at all competent in fighting. He's claimed a crafts dwarf workshop and seems to be off to fetch items

Sandstone 3

SinPwn made a piccolo

**'Sinpwn' Kathilnish, militia captain has created Velidith, a diorite piccolo!**

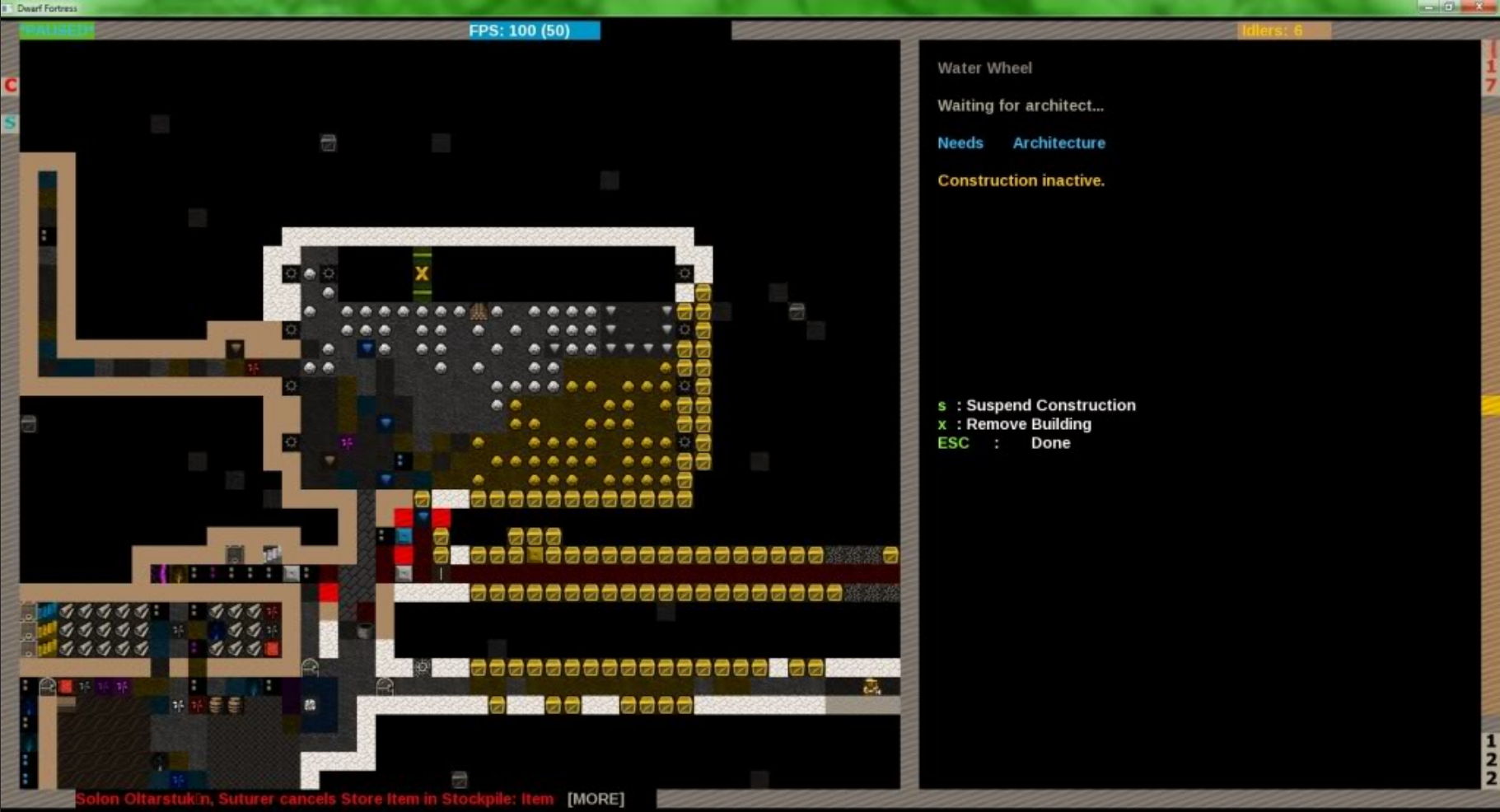
Spoiler: A BADASS piccolo! (click to show/hide)



Sandstone 7

This is the current progress on my BATTERY. The only wheels that are finished are the ones to the left of the cursor and above the channeled space is to the right. I need a goddamn drink and a heavy stick to beat these knuckleheads into doing what I want. OBEY YOUR AUSTRALIAN OVERLORD, FUCKERS!

Spoiler (click to show/hide)



Sandstone 8 (and not at all edited in...)  
I have carved a large pine stick into a reasonable club and engraved the words "Architecture" and "Carpenting" into the sides. Beating random dwarves with it seems to give them the message of what tasks they should (hopefully) focus on, so I have dubbed it the Didgerido-stuff (As in "do the stuff I want, or you get hit in the head a second time!"). Encouragement is something every Overseer should do for their underlings.

Sandstone 13  
More migrants arrived. I've also noticed our population is currently 83. With a migrant on the edge of the map, it appears two dwarves died unannounced. That's somewhat troubling...

Sandstone 17  
Turns out we DON'T currently have a Trade Depot. The humans went insane out on the hillside. Oh well.  
Also, I added EVERY dwarf to the Fortress Interior warren in order to hopefully speed up construction. A few randoms through the fort, as well as both migrants, got carpentry and architecture added to their skillsets by force.

Our total population is once again 84. I'm off to reassign every lazy bastard in the fort carpentry and architecture to try and get this goddamn thing built faster.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **February 06, 2012, 10:47:22 pm**

\*cracks up laughing\* See, this is why Community Forts are such ~~awesome messes~~ glorious masterpieces. One Overseer comes by and sets up all this military stuff, building a great big gladiatorial ring and everything, only for the next guy to completely ignore military training in favor of building a gigantic perpetual motion machine! Which the next year's Overseer will ignore, because the military's in shambles by then....

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 10:52:43 pm**

The best part? Once my BATTERY starts, you won't be able to stop it. It'll just keep spinning constantly. I'll hook up a lever sometime to make it possible to disconnect it though.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 11:03:50 pm**

Wonder if I'll have time to build a ginormo artificial lake and fill it with pumps, then rig it to emergency-flood everything if necessary.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 11:05:07 pm**

Quote from: kefkakrazy on February 06, 2012, 11:03:50 pm  
Wonder if I'll have time to build a ginormo artificial lake and fill it with pumps, then rig it to emergency-flood everything if necessary.

Just tap the aquifer somewhere and set the screwpumps towards the fort corridors. Rig up some floodgates, or just levers to the gears powering the screwpumps, and it'll take care of itself.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 11:14:57 pm**

You, my friend, are awesome, but...  
  
I don't think you *understand* how I think. :D

Diverting the aquifer into the fort is all well and good, but it's so *mundane*. I'd much rather be able to pressure-dump and flash-fill a huge chunk of things.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 11:18:39 pm**

Quote from: kefkakrazy on February 06, 2012, 11:14:57 pm



You, my friend, are awesome, but...

I don't think you *understand* how I think. :D

Diverting the aquifer into the fort is all well and good, but it's so *mundane*. I'd much rather be able to pressure-dump and flash-fill a huge chunk of things.

Your way only fills part of the fort, my way ensure the place would be UTTERLY screwed if it had to be used. This place is labyrinthine to the point it should probably wrap in on itself

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 06, 2012, 11:33:55 pm**

My design still provides for a constant flow of water over time, in fairness.

I'm still just wondering what is gonna happen. I've *never* played a community fort before, and I'd like to at least leave a stamp on the place.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 06, 2012, 11:40:33 pm**

Quote from: kefkakrazy on February 06, 2012, 11:33:55 pm

My design still provides for a constant flow of water over time, in fairness.

I'm still just wondering what is gonna happen. I've *never* played a community fort before, and I'd like to at least leave a stamp on the place.

I'm probably going to leave a slight drop in FPS, a device no-one else understands how to build or maintain and a fort mostly dedicated to obeying my carpentry needs. It's everything I could ever hope for!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 07, 2012, 02:08:59 am**

Maybe something like TRIBUTEWEAPON from Headshoots would be appropriate. An overflowing mug of magma? Hmm.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **February 07, 2012, 09:15:17 pm**

Quote from: ThatAussieGuy on February 06, 2012, 09:45:46 pm

Spoiler: What the shit is this mess? (click to show/hide)



Can someone please tell me why there are cats and birds fighting in the nesting box? Who the hell started an underground animal fighting league in this goddamn fortress? I WANT NAMES!

I *might* have given orders to that effect, yes. I think I also walled in some geese somewhere as well. :-X

Quote from: kefkakrazy on February 07, 2012, 02:08:59 am

Maybe something like TRIBUTEWEAPON from Headshoots would be appropriate. An overflowing mug of magma? Hmm.

What about a skull entrance? the bearded ladies all like skull entrances. :P

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 07, 2012, 11:09:00 pm**

Nearly finished the year, up to Moonstone now and I'll probably just finish it with one big update. Not much is happening in the fortress except progress on the BATTERY, a goblin siege, and a new trade depot that can be flooded and drained reliably.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 08, 2012, 01:19:37 am**

- Sandstone 25:
- To-Do List;
- Speed up construction
  - Deliver beatings to slackers
  - Build a trade depot

Timber 3

Progress is STILL slow. I suspect there's still resistance to my status as Overseer. What did I DO at the election drinking contest to piss everyone off?!



Expanded the work site for a fifth row of waterwheels

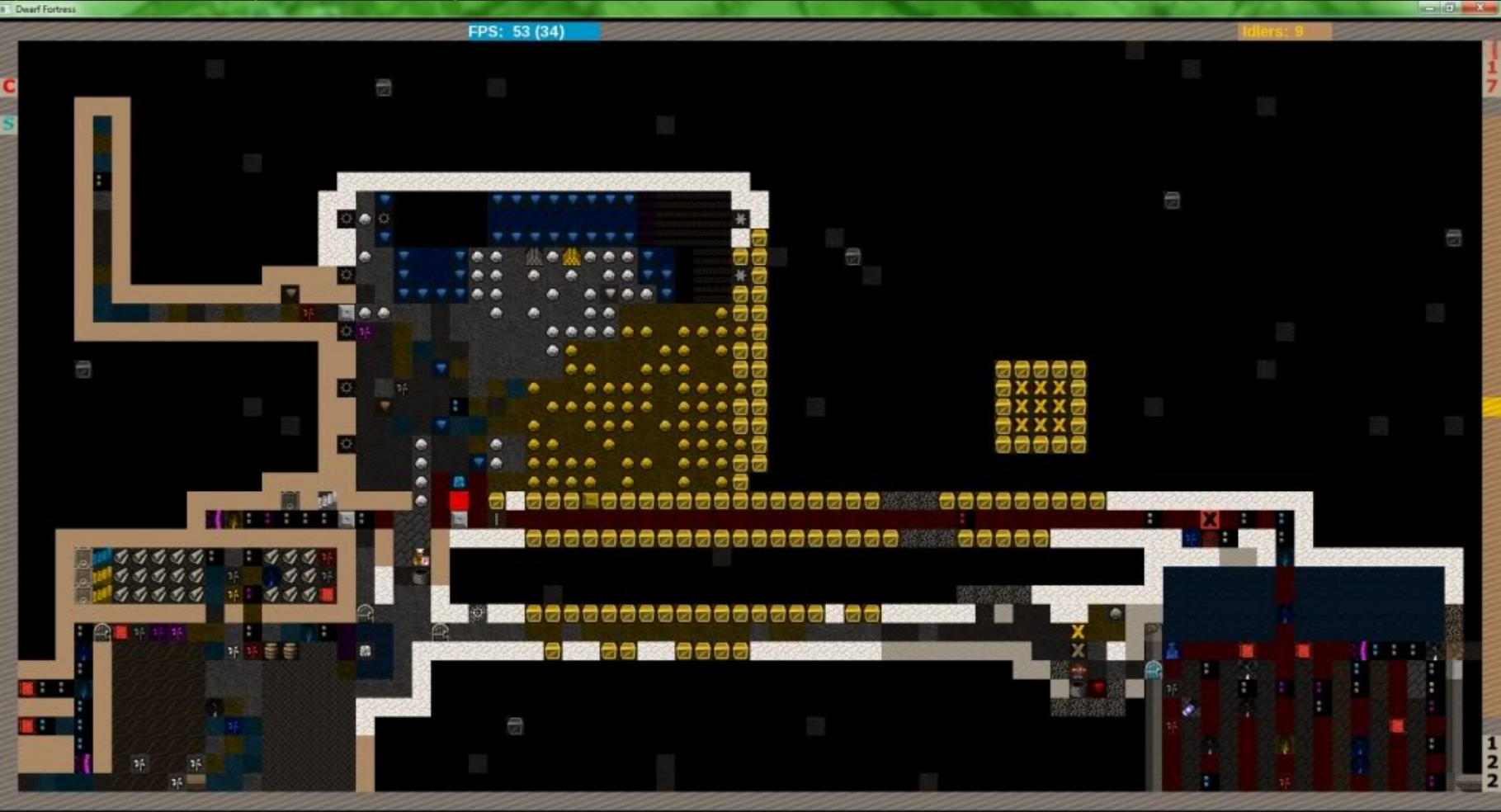
Timber 7

I've opened the BATTERY tank to the aquifer breaches so that it will start. If i don't get it finished, whoever comes next should be able to figure it out and continue it

Timber 10

I've dialled back from telling the fuckers to build a full row, down to just a few wheels on either side. Should stop pointless self-deconstructing ones built in the middle

Spoiler: The BATTERY (click to show/hide)



Timber 16

Ahhhhh, shit. Goblin Siege has turned up on our doorstep. Obviously they're jealous of our new BATTERY, even if it is barely a 1/10th finished. Now to find the lever for the front bridge

Finally found it overlooking the bridge on the level above. What idiot put it there? Don't they know dwarves FLEE if they see goblins? Whoever comes next should move it to the dining room like a sane dwarf

Timber 18

Thankfully the weapon traps utterly fucked up the siege. Turns out that the bridge lever DOESNT GODDAMN WORK! I'm going to carve "FIX THE GODDAMN DRAWBRIDGE LEVER" into my Didgerido-stuff when I have a spare moment and share my opinion with the nearest dwarf I find lazing about

Timber 22

The goblin siege is STILL going. I'm sitting here on the battlements with a pine chair and some strawberries, watching these idiots march by the dozen over weapon traps and either get hacked to pieces or leap to their deaths over the sides. Best entertainment I've had in months!

Of special note was a goblin I saw reduced to a limbless heap and still alive. I'm tempted to keep him as a pet

Spoiler: Perhaps I should call him "Bitey?" (click to show/hide)



Timber 28

Progress is going surprisingly fast on the new trade depot. Just need the second screwpump finished and my 'water for goods' policy can be enforced reliably

Moonstone 8

Work on the new Trade Depot and BATTERY continue with little to report. At least masons are working fast to floor over the screwpump channels. Good thing I caught that little mistake



Moonstone 17  
The dwarves have stopped ALL work on the BATTERY and gone to do other things. I will not accept outright striking from my underlings. I've beaten some new jobs into the idlers with the threat of more violence if they don't get back to work

Moonstone 24  
Progress has resumed, somewhat. I only have two months left before - oh crap, a Monkey Brute got into the Hellbunker!

Spoiler (click to show/hide)



It attacked a miner and it seems to be wounded. I only hope it doesn't... Aaaah shit.

Spoiler: It exhales dust. (click to show/hide)



Militia's been dispatched...

Moonstone 25  
I may have been a little too worried. It doesn't seem like Hoodwicked can actually get inside the HellBunker. He must've spooked the farmers by breathing through the fortifications. (Incidentally; I TOLD YOU SO!). WHY there are fortifactions between the HellFort farm and the sealed-off entry hall are an utter mystery to me, other than as some sort of 'hardcore' farming attempt.

Opal 4  
I have FOURTEEN idle dwarves, all with the jobsets necessary for the BATTERY. What the hell are they doing?!

Opal 7  
Dumed Orshar n l, Miner has been possessed!

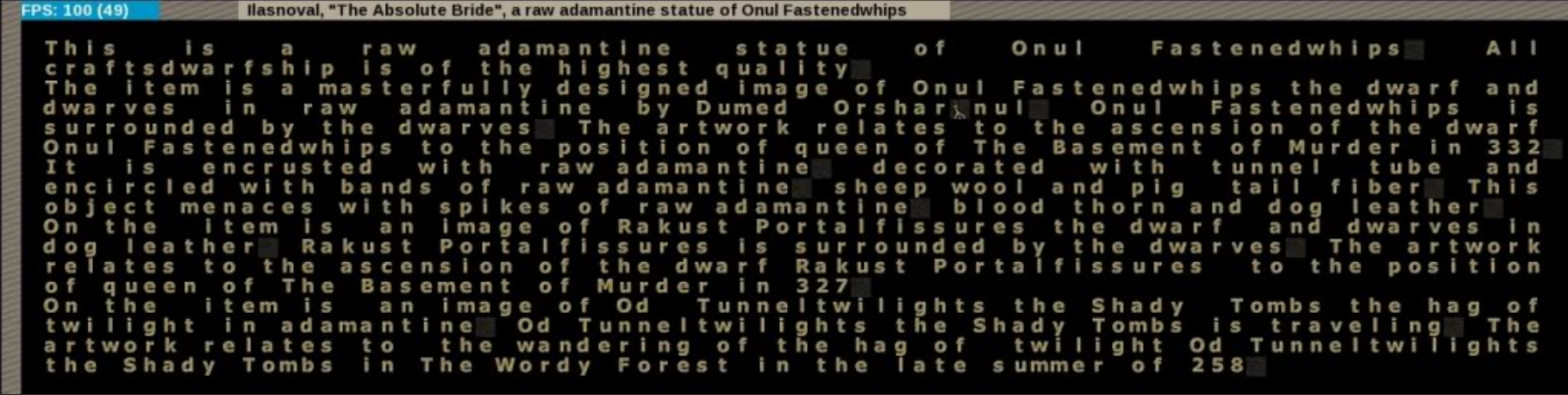
A miner named Dumad's claiming to be an elder god with an unspeakable name and is politely asking for somewhere to build something 'rather nice'. I directed him to the workshops and told him to have a nice day. Then sent the militia to stand guard outside the workshop door in case he has a tantrum

Opal 10  
Dumad, or 'Churrazzugdssfd' as he claims to be called, has begun making something in a masonry workshop

Opal 14  
Dumad made an awesome adamantine statue.



An AWESOME Adamantine statue  
Spoiler: The Absolute Bride (click to show/hide)

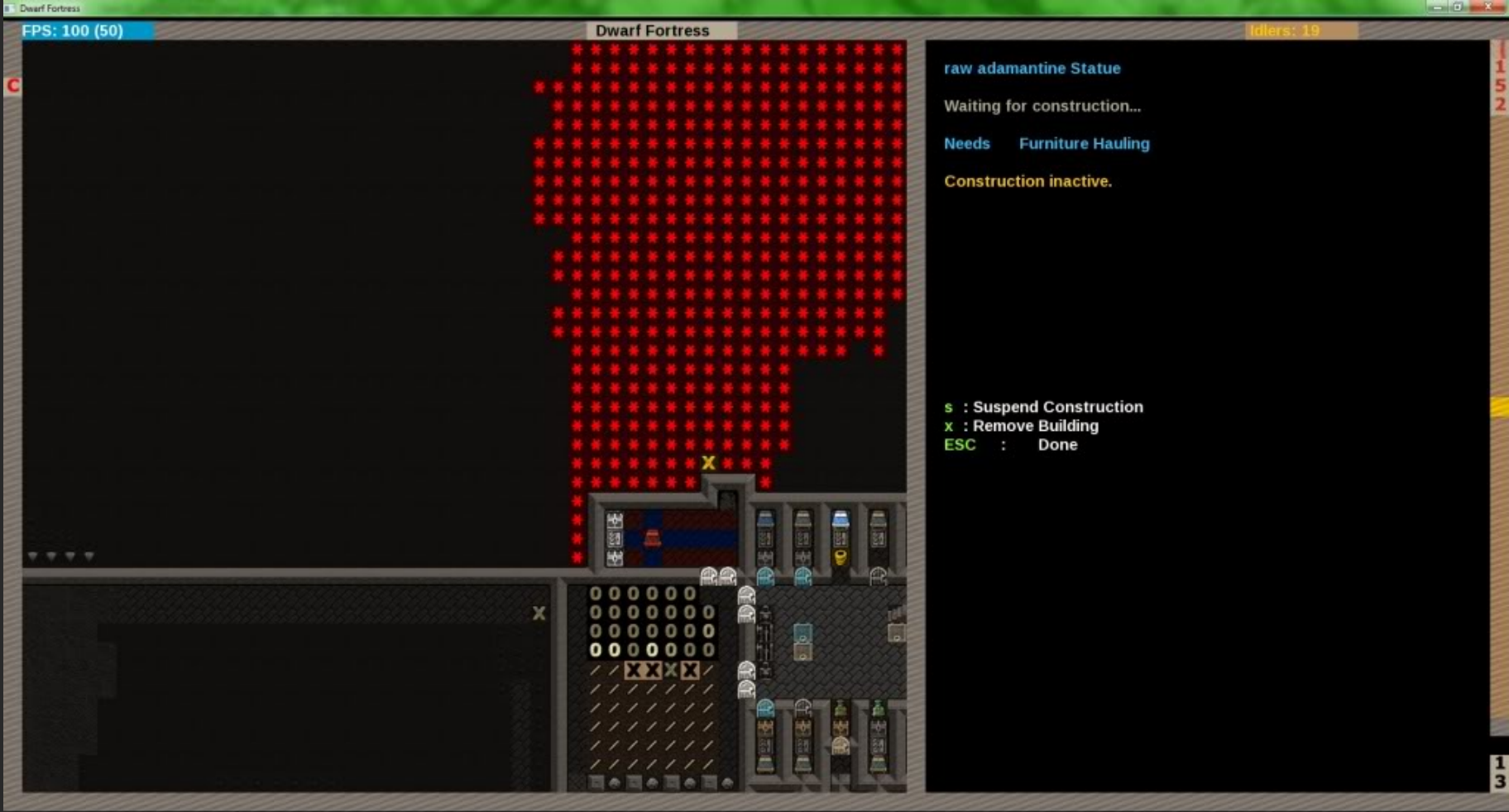


It's worth about 2,000,000 dorfbucks, incidentally

It's far too nice for the general public - Someone might damage or steal it. I've put it in the only place I consider safe;

Spoiler: My Bedroom (click to show/hide)





Opal 28

Spoiler: The Trade Depot's finished and ready to be used. (click to show/hide)



It's hooked up to two screw pumps on the level above that pump from what I'm FAIRLY certain is an Aquifer breach, and back into it. Essentially, we can flood and drain the Trade Depot at will when we really need what they're carrying. That should piss the Humans off for a good CENTURY.

Spoiler (click to show/hide)





Obsidian 4  
Happy day! The idiots actually finished enough of the top row of waterwheels in the BATTERY that it linked together. Now I can finish off the extension and make it easier on the next guy to finish it.

Obsidian 5  
Sad day; it seems Urist "Murderboner" Sazirurdim died. An examination suggests he died of thirst sometime about the 27th of Opal. His body was found on the ramp leading into the fortress. Poor bastard died in the sunlight instead of under the earth

Obsidian 19  
Progress has been... rather good, actually. The first row of waterwheels is FINALLY complete. I'm channeling out the second row and idly praying that a dwarf will start assembling the damn screwpump that will pump-start (heh) the BATTERY

Obsidian 27  
A goblin ambush turned up. Should give me something to enjoy watching in my last few days as Overseer.

Granite 1  
My Year is over. It ended on a laugh though; A single goblin spearman got through the weapon traps. He took one look at the fort, then turned and walked back through the traps to his death. I don't blame him, really. I'd say I need a drink, but that's how I got this goddamn job in the first place. I'm just going to wait outside the dining hall for the others to finish getting utterly trashed, then pin this armok-forsaken Overseer nametag on whoever's too drunk to notice, as well as leave an assortment of random items to confuse him when he awakes. Come to think of it, maybe that's what happened to me... Bastards. I leave a sketched map of what I have done to for this fort for those that follow

Spoiler: The BATTERY (click to show/hide)



This has been the journal of That Aussie Dwarf, Uncivil Engineering Overseer.

-----Deathgate - 773 (<http://dffd.wimbli.com/file.php?id=5457>)-----

Overall the year was pretty quiet. If I'd realised that the BATTERY was so GODDAMN far from the main fort, I would've set up the wood stockpile sooner so work would go faster. I've left notes around the BATTERY and Trade Depot explaining how to use them and how to continue building the BATTERY water wheels. I'm going to state the following clearly to prevent mishaps or misunderstandings.

ONLY USE THAT SCREWPUMP IN THE BATTERY

# MANUALLY.

It doesn't need to be hooked up to the wheels, it's just there to start the aquifer flowing in and out of itself in a constant stream. Once that happens, you'll know by the wheels starting, dismantle it and continue the waterwheel row.

Sorry for being obsessive on it, I just know what'll probably happen if I don't.

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **saltmummy626** on **February 08, 2012, 02:44:29 am**

---

I checked out the most recent save. the only thing I can say is; the f\$%k? its not that it doesn't make sense. its not that its a huge mess. its the fact that against all odds, this abomination is still alive. how do you people do it?

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 08, 2012, 04:55:10 am**

---

Oh, and if it was not clear: Sign me up for a turn! I promise not to break too much...

And if you could also dwarf me (as a male Dwarf)  
Name: Maxwell Edison  
Profession: Medic Student  
and sign me up for a hammersquad (with a Silver Hammer).  
Bonus: "Quick to anger" or something like that...

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 08, 2012, 10:02:21 am**

---

Btw, that monkey brute in the hell fort? Was there since my rule. He was the survivor of that duck incident...

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 08, 2012, 11:49:10 am**

---

double checking first page...

oh...

oh god...

it's true

I'm the boss now

Weep

Weep if you know what's best for you, my dwarves...

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 08, 2012, 12:26:29 pm**

---

==1 GRANITE==

Filthy dwarves...

It is clear to Me that this infestation shall continue unabated. That the greatest forces of Hell shall not force them to yield. We have slain many, many dwarves, before and since, but none such as these, for no matter how grievous their losses, how much blood and suffering we inflict, always they return and claw out another few inches of Hell itself for their own use.

They are not dying. By all the nameless horrors that haunt the deepest reaches, they are *farm*ing sweet pods.

This shall not be. *IT MUST NOT BE.*

And yet... and yet, we reach an impasse. The bearded ones cannot hope to fully cast us out, either.

Perhaps it is time... for a different approach.

I, Lashidang, lost my life to one of these foul beings, yet I have hung on to the world of the living. And I have found... Perhaps, there is another way.

I shall use the last vestiges of my dark spirit to attempt to do with guile what my brethren and I failed to do with force...

***OOO: And so begins a dark chapter in the saga of Deathgate. I promise not to end the fortress, but wanton and rampant cruelty, murder, and horror, the worst things I can think of to torture these dwarves one by one, this is what I would expect...***

***Also, can someone give me a quick rundown on image embedding? I'm supposing the best way is to upload to tinypic or photobucket or whatever then spoiler-embed it, but I'd like someone to confirm.***

***Will start my turn proper later today.***

***Also I promise not to torture any of the named dwarves unless the namer requests such.***

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 08, 2012, 01:58:56 pm**

---

img.ie is your go-to source for images. Use it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 08, 2012, 07:19:19 pm**

Good man.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 08, 2012, 09:06:26 pm**

kefka, can you do me a favour? Go to the BATTERY, and just dismantle the screwpump. It seems I made a mistake in where to put it to start the whole thing. Keep building it though, if you want. Just start it with a screwpump at the bottom after the rows are all done.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 08, 2012, 09:20:28 pm**

(Found written on a scrap of monkey brute flesh, deep in the bowels of Deathgate the Doom-Fortress)

What in the *actual hell* is this place.

It's so dysfunctional, so maddening, so ridiculous, that... I cannot find a way to destroy it. It is so dysfunctional that visiting pain and suffering upon it is *actually harder* than letting it continue of its own accord.

**OOC: This place is frigging nuts. I'm going to spend some time tomorrow and try to unravel it so I can start messin' with stuff, but for now it's so dysfunctional that I... oh gods.**

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **KenboCalrissian** on **February 08, 2012, 09:47:07 pm**

Deathgate: Where one perpetual motion machine just isn't enough.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 08, 2012, 09:47:50 pm**

I love how the preface of nearly every starting post after the first few turns are always something along the lines of, "This place makes no sense at all."

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 08, 2012, 10:24:08 pm**

Quote from: KenboCalrissian on February 08, 2012, 09:47:07 pm

Deathgate: Where one perpetual motion machine just isn't enough.

Yeah, but mine's truly perpetual. The BATTEREY needed refilling periodically.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 09, 2012, 12:24:18 am**

Quote from: ThatAussieGuy on February 06, 2012, 09:45:46 pm

Discovered a rather fancy bedroom in the Hellfort that seemed unoccupied.

So it's official, I died.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 09, 2012, 12:44:31 am**

Quote from: Mitchewawa on February 09, 2012, 12:24:18 am

Quote from: ThatAussieGuy on February 06, 2012, 09:45:46 pm

Discovered a rather fancy bedroom in the Hellfort that seemed unoccupied.

So it's official, I died.

Actually, Mitchewawa: Ex-Boss was still roaming the fort alive and well. That bedroom was unassigned, I didn't steal it or anything like that.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 09, 2012, 01:19:23 am**

1-7 Granite:

I spent a week of my precious time here simply drifting through the fortress. I had feared that the bearded ones might detect the aura of malice that denotes my passing, but as I studied them, I realized that it was just getting lost in the background.

I was present for the birth of a child...

Spoiler (click to show/hide)

I found the dying place of a few of my kind, now flooded over with magma and, against all reason, *trees*...

Spoiler (click to show/hide)

I don't know that there's much I can do here. I thought to block off hallways and lock doors, to drive the bearded ones mad, but this place of their own design is so sprawling that they *themselves* cannot find their way to the most mundane or essential of tasks. I thought to trap some of them in horrible situations so as to cause as much pain as possible, and I find that their population at large is already so maimed and broken that they wouldn't even notice.

I even thought to drive one of them mad, so that he could dig a tunnel to the magma and to the death of his kind, but *they have already done it*, unbidden!

[OOO: Working my way through bit at a time. Not likely to get much done here; quite honestly the place is so sprawling and mad that I don't know that I'll even know which end is up by the end of my turn. Still, we shall see what I come up with.



Also, couldn't figure out why Dead Goblin Room was filled with magma and trees. What in the f\*%&.]

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 09, 2012, 03:18:48 pm**

18th Granite...

Spoiler (click to show/hide)  
I used what influence I had to direct the dwarves to a dark, horrible labor, something that would cause them to unsuspectingly slay their own friends and family.

And they jumped to it with glee, then set up viewing stands with cheap drinks and salty foods in view of the places where my dark designs were housed.

Spoiler (click to show/hide)  
Spoiler (click to show/hide)  
I guided them to scrawl artwork and horrors upon their own walls, yet I found that the art that preceded me was even worse.

Spoiler (click to show/hide)  
It seems I am not the only one going about possessing these cretins; this one suddenly declared his name to be Maxwell Edison, and he grabbed a hammer and headed toward the infirmary, muttering about "new medical techniques." What.

Less than a month in and I find that whatever I do to torment these dwarves, *they do it already and worse*. I found some sort of horrible contraption, with a badly-scrawled sign indicating that it was the BATTERY. It was half-complete and in a state of disrepair already, insulting graffiti written all over it.

I went elsewhere, and found this *monstrosity*.

Spoiler (click to show/hide)  
Spoiler (click to show/hide)

It looks like someone took a cat, dipped its paws in something like the foul blood found in some of my demonic brethren, and then out of pure spite, knowing that the cat's crippled paws couldn't be used for self-grooming, *puke*d all over the damned thing. It's wandering around the entryway covered from head to toe in... in... oh, I don't even want to know. There's green in there, that's for sure, and stringy bits.

I've taken pains to check and see if the animals of this place are actually creatures of Hell, but it seems these horrors are all-natural.

**OOC: What.**

Continued update to save posts:

8th Slate:

Spoiler (click to show/hide)

One of the former overseers went nuts for a little while. It appears that the bearded ones are doing a better job even of *possessing* their kind than I am.

[OOC: Quiet so far, though.]

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 09, 2012, 06:58:56 pm**

Quote from: kefkakrazy on February 09, 2012, 03:18:48 pm  
**OOC: What.**

This is the best part of following the Deathgate story. The very best.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 09, 2012, 09:35:14 pm**

This part kinda reminds me of Headshoots

...

It's a good thing none of our warriors are competent then.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **February 09, 2012, 09:42:02 pm**

Quote from: kefkakrazy on February 09, 2012, 03:18:48 pm  
**OOC: What.**

Smells like.... Dwarf fortress.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 09, 2012, 11:40:07 pm**

Oh cool, I'm still alive... oh cool, I'm probably in jail if I did anything during my tantrum.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 10, 2012, 12:11:59 am**

Quote from: Mitchewawa on February 09, 2012, 11:40:07 pm

Oh cool, I'm still alive... oh cool, I'm probably n jail if I did anything during my tantrum.

I didn't see him in the justice list. Though admittedly, I only had a cursory glance through it at one point during my year

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 10, 2012, 01:17:54 am**

Quote from: ThatAussieGuy on February 10, 2012, 12:11:59 am

Quote from: Mitchewawa on February 09, 2012, 11:40:07 pm

Oh cool, I'm still alive... oh cool, I'm probably in jail if I did anything during my tantrum.

I didn't see him in the justice list. Though admittedly, I only had a cursory glance through it at one point during my year

I was possessed by a ghost which caused me to throw a tantrum. Dwarfs are punished for the damaged they cause during a tantrum, even though it was all the ghost's fault.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 10, 2012, 01:20:04 am**

That I know only too well. Once had the most BADASS dwarf in one of my forts have a tantrum while possessed by a ghost. The Fort Guard came along and broke his arms and legs. He died in the hospital of dehydration :(

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 10, 2012, 01:55:01 am**

Done with most of the month of Slate. Couple of updates for you.

[Spoiler](#) (click to show/hide)

These are the surviving named dorfs for the moment, according to DT.

[Spoiler](#) (click to show/hide)  
Dwarven justice. The only named dorf I see there is The Mad Fool, for Disorderly Conduct.

From Lashidang:

I've watched these cretins through the month of Slate with little incident. My attempts to interfere in their lives seem to gather little attention; they are so set in their ways, like horrible automatons, that they flat-out ignore any attempt to rearrange it. Madness.

The only event of interest involved another possession by one of their fallen, a crazed spirit named Alkhemia...  
[Spoiler](#) (click to show/hide)

It does fill me with a sense of glee to see the maddened dwarf murder one of my kind's greatest enemies. Evil ones willing, they will never realize the potential of simply unleashing their gathered hordes of these monsters straight into Hell itself.

[What follows is a sketch of what looks like a duck, wearing adamantine armor, with little adamantine claws on his webbed feet, and an armored plate for his bill.]

[OOC: Looks like a lot of the dorfed dwarves are toast. Anyone want me to go through and redorf a bunch of the big names?]

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 10, 2012, 02:21:18 am**

[Spoiler](#) (click to show/hide)

THE EYES

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 10, 2012, 02:56:30 am**

Is progress being made on my BATTERY? Oh, I changed the hotkey F7 from some random fort location to it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 10, 2012, 04:15:38 am**

At some point I need to compile a list of Deathgate's accomplishments.

Also we are hemorrhaging militia dwarves. The fact we're still alive says mountains about the size of our dwarves' gonads.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 10, 2012, 11:45:49 am**

I tried to continue the work on the BATTERY, but quite honestly I can't grasp the dorfineering principles behind it, so I'm not terribly confident about being able to finish it and have it work. Underground waterwheel tricks are something I've never really fooled with, to be honest; when I do stuff like this most of my power comes from windmill farms because I like the way they look.

I figured I'd leave it for someone who could actually make it work.

And yes, I'm going to do everything in my power to elevate ducks to being the ultimate Deathgate badasses. Hmm... Maybe I should set up a duck room, wall it off so that the ducks will breed at an exponential rate, and set it up to drop ducks into hell at the pull of a lever? That would be fuggin' sweet... maybe an addon to the hellbunker.

Ahhh, crap. Can't do it; not enough military to even fight off the one monkey brute and three gray devils that are on the map atm.

EDIT: Further musings. It's a damn shame Deathgate is "unmodded", otherwise I would totally make ducks trainable and have war ducks.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 10, 2012, 04:49:31 pm**

Quote from: kefkakrazy on February 10, 2012, 11:45:49 am  
It's a damn shame Deathgate is "unmodded", otherwise I would totally make ducks trainable and have war ducks.

I'd be so happy if we could create a Netherfowl division in Deathgate's army. They breed like rabbits, they don't ask for much, and they can't become useless-bags-of-røcks nobles!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 10, 2012, 08:30:11 pm**

Just keep building rows of waterwheels in the spaces I laid out for them if you can, kefka. They're getting wood for the wheels from the big tree farms a level above the BATTERY, incidentally.

Also, the demons can't get into the fortress - that monkey demon is in a sealed-off area of the HellBunker

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **February 10, 2012, 08:51:25 pm**

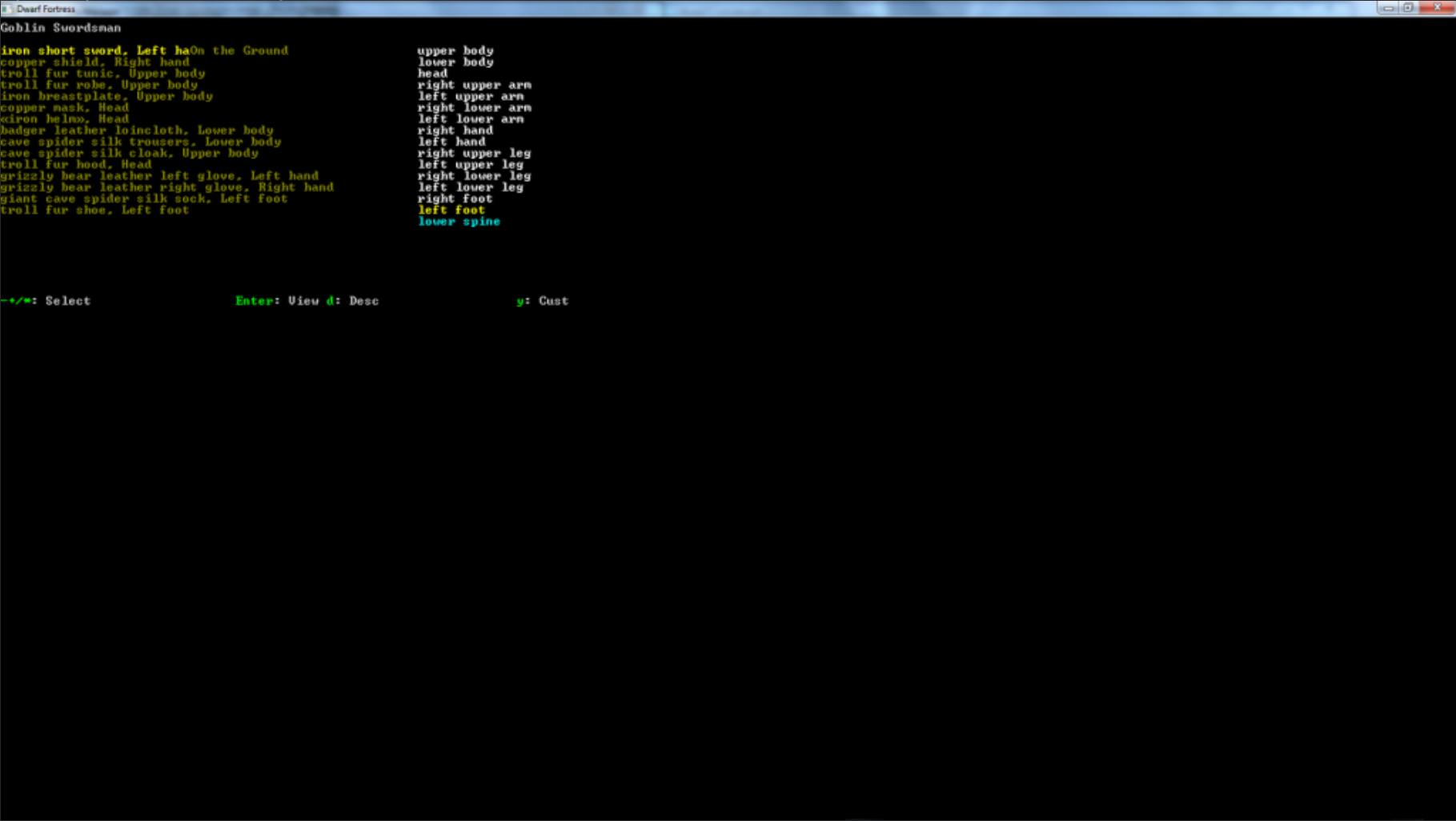
THIS IS NON-CANON FOR THE ACTUAL FORT, THIS IS A VISIT VIA ADVENTURE MODE

OOC: Felt like writing this while messing around in adventure mode, enjoy.

Journal of Rakust Kogannanir Date Unknown

After days of searching, we have made it to the fabled 'Death-gate Doom Fortress'. Me and my comrades were met by a stench of Magma and a mountain strewn with corpses, Dwarven and otherwise. Almost a day of investigating this... Graveyard of a fortress, we've found the entrance! It is completely deserted, but some hope remains, we find our first living creature, A vile goblin swordsman. She was already injured when we arrived, and dispatched without issue. I don't know what's more horrifying... The fact that Goblins are roaming free in a Dwarfish fortress..... Or that she was injured before we got here....

Spoiler (click to show/hide)



We slept uneasily in the gatehouse, preparing for the exploration of the fort.

Journal of Rakust Kogannanir Date Unknown +1

We begin the exploration, This fortress must have found a lot of Gold! The roads are almost flooding with Gold! In addition to these coins I found, there must be a fortune here!

We ran into another Goblin... He struck down my comrades and tore me up pretty good, I managed to take off his Left arm and foot. But he left me with a quite a blow... \* Large blood stains\*

Spoiler (click to show/hide)





... I'm so tired. I want to sleep but I can't move back to the gatehouse. I hear another one Gibbering in the darkness. He won't take me easily.

Spoiler (click to show/hide)



OOC:  
So, for the lulz I decided to open up the Death-gate save Aussie uploaded in adventure mode and go exploring for Adamantine weapons and fun. Mother of god I didn't expect this. I enter the block that contains the fort, and it took about 5 minutes to fully load, I am moving at about a block per second, and It's lagging like a Mother. First thing I find is corpses strewn everywhere, all of them military dwarfs among a few notables, I saw flood gates, caged puppies, and a turkey. Second thing, is after about 30 minutes of figuring out how the hell I'm supposed to get IN the fort I got to the entrance. Unfortunately, I didn't last long. Somewhat due to my belief I had armor when I didn't. And mostly due to my inexperience at adventure mode.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 10, 2012, 11:02:03 pm**

Quote from: ThatAussieGuy on February 10, 2012, 08:30:11 pm  
Just keep building rows of waterwheels in the spaces I laid out for them if you can, kefka. They're getting wood for the wheels from the big tree farms a level above the BATTERY, incidentally.  
Also, the demons can't get into the fortress - that monkey demon is in a sealed-off area of the HellBunker

If I had to knock out a wall of the hellbunker in order to build a nesting area/Duck Deployment Device, they'd get in.  
Can demons path to and destroy bridges while flying, from underneath?

EDIT: By the way guys. Sorry for update gap. Work schedule is hairy this weekend. I am going to try to grind out another month or so tomorrow, during which I may go ahead and try to expand the Hellbunker with a Duck Room and see what happens. LASHIDANG WANTS TO SEE BLOOD.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 11, 2012, 02:56:48 am**

Why was that goblin fighting with a silk bag? Did that goblin burst your lung with that bag?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 11, 2012, 03:05:42 am**

Hey, don't knock it. One of the uberdorfs from Headshoots murdered everything he came across with a backpack.

Didn't Headshoots end with them using a utility to skeletize the two uberdorf champions, then finishing it with a battle to the death? If I recall, didn't the ultimate legendary+30-something blademaster dwarf get its head bitten off by the wielder of the Handbag of Havoc?

EDIT: Yep, HolisticDetective, wearer of artifact adamantine platemail and wielder of the =giant rat leather backpack= of carnage. Fortress ended with the final fight to end all fights, with the ultimate blademaster lopping off Holistic's limbs before getting his ribcage bitten onto and shattered.

There's an idea; if we could ever have a military dwarf survive to reach demigodhood, at least. Or even long enough to have his beard grow into and become one with the armor; our current crop of military looks so fresh that half of them look like they probably shave.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 11, 2012, 03:54:20 am**

Headshoots was back in the day of hilarious super-dwarfs. Nowadays you'd hardly ever see something get shot off into the sky Team Rocket style by a warhammer, nor would you see a thief puncture a lung with a purse.

Trust me, this is another Deathgate twist of fate.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 11, 2012, 05:17:11 am**

Quote from: kefkakrazy on February 11, 2012, 03:05:42 am  
There's an idea; if we could ever have a military dwarf survive...

Hahahaha!

Good one.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 11, 2012, 12:50:07 pm**

Quote from: AnimaRytak on February 11, 2012, 05:17:11 am  
Quote from: kefkakrazy on February 11, 2012, 03:05:42 am  
There's an idea; if we could ever have a military dwarf survive...

Hahahaha!  
Good one.

It's not impossible. What we really need is a restructuring of the military, and get back to basics. 2 dorf squads, and as many of those squads as we can muster (probably about 30, considering the last time the population was mentioned it was around the mid 80's).

Only the most experienced squads will be sent into battles, leaving the rookies to train all year round, with occasional breaks every other year or so to let them appreciate the dining rooms and what not.

Of course, we'd have to have several overseers on board with this...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 11, 2012, 07:34:33 pm**

You'd probably want to make a couple of squads of candy speardwarves then. They've done nasty things to demons in my experiences.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 11, 2012, 08:45:06 pm**

Are you guys suggesting we need a military beyond the brilliant idea of periodic duck-drops?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 11, 2012, 09:19:46 pm**

Quote from: kefkakrazy on February 11, 2012, 08:45:06 pm  
Are you guys suggesting we need a military beyond the brilliant idea of periodic duck-drops?

As useful as fowl shock troopers are, yes, we do still need a dwarven military.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 11, 2012, 10:14:41 pm**

You know, I did make 120 adamantine menacing spikes for use in repeating spike traps. Have they even been set up or used yet?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 11, 2012, 10:15:19 pm**

Doubt it.

Sorry for delayed update again. Work schedule is pretty nuts for this weekend (gotta love retail). Lots of time off this week, though, so I should be able to finish it up, or at least come close.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 12, 2012, 03:41:43 am**

Quote from: kefkakrazy on February 11, 2012, 03:05:42 am

EDIT: Yep, HolisticDetective, wearer of artifact adamantine platemail and wielder of the =giant rat leather backpack= of carnage. Fortress ended with the final fight to end all fights, with the ultimate blademaster lopping off Holistic's limbs before getting his ribcage bitten onto and shattered.

Ah, Holistic Detective, in my mind quite possibly the most powerful dwarf I have ever seen in any DF major story. Ironblood, Morul, they suck. Cacame's real strength comes from being an elf, and still being badass enough to rule the dwarves. None of them have ever been able to beat a legendary swordsman, clad in full candy armor, with their mouths.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 12, 2012, 05:26:18 am**

Quote from: NRDL on February 12, 2012, 03:41:43 am

Quote from: kefkakrazy on February 11, 2012, 03:05:42 am

EDIT: Yep, HolisticDetective, wearer of artifact adamantine platemail and wielder of the =giant rat leather backpack= of carnage. Fortress ended with the final fight to end all fights, with the ultimate blademaster lopping off Holistic's limbs before getting his ribcage bitten onto and shattered.

Ah, Holistic Detective, in my mind quite possibly the most powerful dwarf I have ever seen in any DF major story. Ironblood, Morul, they suck. Cacame's real strength comes from being an elf, and still being badass enough to rule the dwarves. None of them have ever been able to beat a legendary swordsman, clad in full candy armor, with their mouths.

Derm Basementchucked the Soulchopper from Towersoared is even stronger. He reached around 130 axedwarf skill and has solo'd 20+ forgotten beasts.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 12, 2012, 05:30:47 am**

Yes, but was Derm awesome enough to spawn a sequel, based around the conflict of his demonspawn and the dwarves?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 12, 2012, 05:34:53 am**

He was awesome enough to fight a legendary level, adamantine-clad military and win without a scratch apparently, so that's pretty badass.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 12, 2012, 05:36:49 am**

Somebody needs to make a pantheon for all the greatest dwarven characters, or even non-dwarves, as long as the individual in question was awesome.

## The Bloodshedders of Armok!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 12, 2012, 11:04:42 pm**

Will replace this post with a partial update later tonight, then flesh it out more as I go.

I had an update ready, but I wound up... well, I accidentally our entire military, so I wound up having to restart that update. (Mostly was testing/examining something; results showed that dwarves are idiots.)

1 FELSITE

I noted in my watching that these filthy dwarves have foolishly tainted their bodies with their presence in Hell.

Spoiler (click to show/hide)

The corruption extends even to the higher-ups; in fact, it appears that the taint is *grounds for promotion*.

Spoiler (click to show/hide)

Even their nominal "doctor" is not immune to the taint, though in this case, it appears he picked it up while experimenting on a cat with it.

Spoiler (click to show/hide)

Speaking of the cat, it appears that it was also previously used as a test subject for the duck menace. This is one of the specimens which was locked in the Duck/Cat Breeding Project Room (an attempt, clearly, to develop autonomous, hypnotic roving demonslayers); note the bill-shaped injuries.

Spoiler (click to show/hide)

Migrants arrived. Dark gods only know why, but two stupid ones wandered onto the scene. One wonders if they were lured by the scent of roasting meat; the entire fortress still smells like it, from the battles with Haunts of Fire and the ever-present goblin magma drops.

It's now the 7th of Felsite. The dwarves dare to venture out of their homes, to clear out the outer parts of the fortress and to regroup. There are more goblins in cages out there, I swear, than there are dwarves in here.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 12, 2012, 11:17:59 pm**

Quote from: kefkakrazy on February 12, 2012, 11:04:42 pm

I had an update ready, but I wound up... well, I accidentally our entire military,

Aaaaand another quote for the first page.



Wait wait wait, so now our Dwarves are being tainted in the form of blisters by Hell itself? Can this fort get anymore awesome?

***Felsite-Early Hematite***

I finally got through to these little monsters enough to force them to do my bidding. That cursed HellBunker of theirs... I drove the madness into them, and they shattered its walls, eagerly doing the work I had planned for them.

Unfortunately, they reinterpreted my commands to "Shatter the walls, greet Hell with open arms and friendship, fear not the flame," instead apparently deciding to "Wait until it's safe, then scurry out and build..." Whatever they're working on.

Spoiler (click to show/hide)  
Oh, dark gods, it's a device for depositing those fowl beings into Hell without danger.

Spoiler (click to show/hide)  
Fey mood... much less interesting than a fell mood.

Spoiler (click to show/hide)  
One of their most foolish warriors, Krosan the "Anarchist," wandered into a sealed-off portion of the Hell Bunker, lured by dropped equipment, and encountered the named monkey brute apparently walled off in there.

Spoiler (click to show/hide)  
It stunned him with monkey brute poison dust, blasted several dozen times, then proceeded to attempt to batter him to death with a llama wool cloak. What in the *actual hell*.

Spoiler (click to show/hide)  
Meanwhile, a Haunt of Fire, attracted by the commotion of dwarves furiously trying to complete the DUCKOTRON, wandered into the Hell Bunker in search of blood. It torched the contents of one of the Hell Bunker bedrooms, then...

Spoiler (click to show/hide)  
That looks like it hurts. The last straw is the Haunt's dying blast; a legendary woodcutter shows up and hacks it to death. He survives the blast, though.

Spoiler (click to show/hide)  
What in the *shit*. Krosan and some nameless recruit who showed up a few *days* later fought the monkey brute down. Apparently it exhausted itself so completely that the recruit was able to lodge an axe in the monkey brute, causing him to bleed out. Note the grey pools; the entire room is frigging covered in that specific monkey brute's goo.

Spoiler (click to show/hide)  
Krosan didn't make it out of that unscathed though.

I possessed another dwarf and commanded him to "open the fortification, let your conquering hero home, it'll be fine!" He immediately walked over and chipped away the fortification separating the monkey brute's former enclosure/HellBunker entrance from the Hell Farm, to allow the heroes to enter the fort.

At which point a *trio* of Haunts of Fire aggroed and chased them in.

One died early; his death blast, and his fellows, managed to torch the first-responders (including Krosan, who hadn't even made it out of the bunker yet).

Spoiler (click to show/hide)  
This cat lasted about a day, delaying the haunts while the military showed up. Damn him.

Spoiler (click to show/hide)  
By the way, the final confrontation with the surviving Fire Bros took place in the Hellbunker's booze stockpile, so the responding dwarves had to deal with haunt of fire blasts in addition to the occasional shower of boiling booze. I suspect that flaming wine was the cause of Super-Cat's death.

Spoiler (click to show/hide)  
Another section of hell bunker, where the primary incursion and most of the deaths took place. Note that whatever was here, it was made of silver and it's melted puddles now. Right on, Fire Bros, right on.

***OOC: I tried building the duck bunker, and fucked up royally, allowing three separate demon incursions into the Hell Bunker. They were contained; I'm working on achieving final containment of the situation at the moment, but we're down to 74 dwarves.***

***I genuinely didn't mean to break containment so completely, but oh well, it was funny as shit.***

***Don't think any named dwarves besides Krosan the Blistered got roasted, but our military is, as is becoming a trend, decimated again.***

EDIT: I take that back. Baelor, Krosan, Mobo, and The Mad Fool all got wasted.

EDIT: I take that back. Near as I can tell Mad Fool's nickname got wiped, but he's still alive; I fixed it. Pretty sure Baelor and Mobo are toast though.

Duck bunker is complete, though, *assuming* that flying demons can't destroy bridges from underneath. If they can, it's still secure; once it's loaded with ammo (aka ducks and nest boxes) it'll be walled off and secure from the Hellbunker.

Quote from: kefkakrazy on February 13, 2012, 03:35:39 pm  
By the way, the final confrontation with the surviving Fire Bros took place in the Hellbunker's booze stockpile, so the responding dwarves had to deal with haunt of fire blasts in addition to the occasional shower of boiling booze. I suspect that flaming wine was the cause of Super-Cat's death.

Quote from: kefkakrazy on February 13, 2012, 03:35:39 pm  
The final confrontation with the surviving FIRE Bros took place in the Hellbunker's BOOZE stockpile

Those damned dirty demons.... THEY BLEW UP THE BOOZE. GOD DAMN THEM. GOD DAMN THEM ALL TO HELL.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 13, 2012, 04:24:28 pm**

They're already there.  
  
So are we.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 13, 2012, 07:37:34 pm**

Oh my god...  
  
A demon got into my BEDROOM!?  
  
I hope my dwarf was nowhere near there at the time :-\

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 13, 2012, 07:38:52 pm**

Aussie is fine I'm pretty sure. He's still ALIVE at least, and I don't think he's on fire.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 13, 2012, 09:23:05 pm**

Oh my God... >:(  
  
Please...redorf...me, as Baelor "the Bastard". Just, just re-dorf me in the manner similar to my previous re-dorfs.  
  
Being a front line soldier is a hazardous job...bah, but I love it, please, send another of my dwarf's endless spawn against the demons.  
  
emphasis on training.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 13, 2012, 09:24:25 pm**

Any preferences beyond front-line combat dwarf? I don't remember your dorf's special properties.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 13, 2012, 09:39:06 pm**

...what's the best weapon to fight demons with? Other than that, nothing but good adamantine armor and a shield.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 13, 2012, 09:42:55 pm**

Quote from: NRDL on February 13, 2012, 09:39:06 pm  
...what's the best weapon to fight demons with? Other than that, nothing but good adamantine armor and a shield.  
  
Spears, probably. Or Axes.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 13, 2012, 09:49:49 pm**

Alright, please give me an adamantine axe, armor, and just a shield.  
  
Do you use danger rooms?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **February 13, 2012, 10:18:41 pm**

Can I get an update on my dorf. name Eoganachta. If he's dead then could I get redorfed as "Eoganachta," profession military.  
  
Quote from: NRDL on February 13, 2012, 09:49:49 pm  
Do you use danger rooms?

I asked during my turn and I didn't get an answer. I built one (unless someone de-constructed it) just above the industry area in the base above Hell. I didn't know what the rules were for dangerrooming in Deathgate so I never used it. (If I did it would have saved many lives).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 13, 2012, 10:35:59 pm**

I believe the consensus when the fortress was started was that we wouldn't use danger rooms.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 13, 2012, 10:41:18 pm**

Alright, conventional training for the win.

Are there still siegers on the surface of Deathgate?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 13, 2012, 11:16:18 pm**

"Siege" mode is not currently active. I think it's actually clear, too; there were two goblins stuck on a pillar where they got flung by bridges, and were apparently inaccessible for marksdwarves; I wound up using dfhack to drop a tile of magma on that little spot just so things could get done, because it was spamming me.

A few posts back (one of my first posts during my turn) had an update with a list of all surviving named dwarves.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 13, 2012, 11:21:57 pm**

Quote from: kefkakrazy on February 13, 2012, 11:16:18 pm  
there were two goblins stuck on a pillar where they got flung by bridges, and were apparently inaccessible for marksdwarves;

Yeah, that happened during my year. I just ignored them as no-one was going outside. All worked towards the BATTERY!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 13, 2012, 11:54:04 pm**

Quote from: ThatAussieGuy on February 13, 2012, 07:37:34 pm  
Oh my god...  
  
A demon got into my BEDROOM!?  
  
I hope my dwarf was nowhere near there at the time :-\

Haha, good thing for me that it was stolen from me. You know, because Deathgate carpenters are have no jobs and sit in their rooms playing with themselves all day.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 13, 2012, 11:58:09 pm**

Quote from: Mitchewawa on February 13, 2012, 11:54:04 pm  
Quote from: ThatAussieGuy on February 13, 2012, 07:37:34 pm  
Oh my god...  
  
A demon got into my BEDROOM!?  
  
I hope my dwarf was nowhere near there at the time :-\  
  
Haha, good thing for me that it was stolen from me. You know, because Deathgate carpenters are have no jobs and sit in their rooms playing with themselves all day.

Hey, I gave the carpenters jobs. They were told to build the waterwheels of the BATTERY, thank you very much.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 14, 2012, 12:00:30 am**

Actually the carpenting part of making a waterwheel is hauling wood to it. It's the guy with the architecture enabled who actually makes it.  
  
So yeah, I'm an Accomplished wood hauler.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 14, 2012, 12:02:44 pm**

Think you've got that backwards, unless it's different for some specific things. Everything I've seen that requires an architect starts with the architect dragging everything to the spot and preparing it, then someone with the appropriate labor showing up and completing the building.  
  
Redorfed Baelor:

I have this ugly suspicion that I've managed to miss a dorf request, so here's the updated list of dorfs.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 14, 2012, 06:23:57 pm**

Wow, depopulation bomb. Redorf me please, weaponsmith or armorsmith if there's one around.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 14, 2012, 09:33:37 pm**

Thanks for the re-dorf.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 14, 2012, 10:57:05 pm**

Anima, you are now a legendary weaponsmith. I was at least careful with those; when I was doing my ill-advised foolery, I specifically selected for non-nicknamed dwarves without legendary skills to be the ~~poor bastards~~ valiant souls working on the DUCKOTRON. So we have a pretty solid core of legendary craftsdwarves for the dorfing.  
  
It's the military I decimated.



In other news: One wonders if we should start a Deathgate II for the new version. 120% MORE BLOOD AND DEATH. God I'd pay to see it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 14, 2012, 11:43:37 pm**

Oh god...

**Zombie Demons**

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 15, 2012, 12:28:55 am**

Quote from: kefkakrazy on February 14, 2012, 10:57:05 pm

In other news: One wonders if we should start a Deathgate II for the new version. 120% MORE BLOOD AND DEATH. God I'd pay to see it.

If this happens, I'm totally on board with being an Overseer for it.

Of course, if that is a thing we do, do we wait for a more stable release, or grab the first new version Toady releases?

EDIT: NEW VERSION OH MY GOD.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 15, 2012, 12:42:28 am**

Blade, your post made my night.

"Yeah, that'd be awesome if we made a Deathgate II when Toady releases a new version."

FIVE MINUTES LATER

"HOLY SHIT"

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **February 15, 2012, 12:58:49 am**

I'm already holy shitting over the new version. Just executed 2 suspected vampires in the first 2 years. I'd totally be on board with a new Deathgate, but preferably taking my turn *before* breaching Hell this time. I'm bad with demons.

Oh, also, we should wait for Dwarf Therapist to work with the new version before we do anything.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 15, 2012, 01:05:03 am**

It takes a special kind of masochism to play without DT past a certain size.

Makes you wonder...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 15, 2012, 01:32:59 am**

I'd love to sign up for DG2 if it ever happens. That said, we need a way to make DG1 end in a suitably epic way before we do that, at least in my opinion.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 15, 2012, 01:54:06 am**

Sign me up for DG2, but after the demon breach.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 15, 2012, 01:56:34 am**

Once Deathgate ends, they will totally be a Deathgate II. Already got a story for it too.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 15, 2012, 03:00:36 am**

Quote from: AnimaRytak on February 15, 2012, 01:56:34 am

Once Deathgate ends, they will totally be a Deathgate II. Already got a story for it too.

That's the problem, though! We don't often get people incompetent enough to let it die, and even then, what kind of end would be epic enough for the fort that colonized Hell?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 15, 2012, 03:07:59 am**

We could try flushing the fort with magma, like a giant hell toilet, but that probably wouldn't be badass enough to be satisfactory. Plus, I'm sure that it'd just end with magma everywhere but actually inside the fort.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 15, 2012, 03:56:00 am**

Deathgate will probably die from a combination of Forgotten Beasts and Demons mixed with a massive tantrum spiral that leaves Deathgate resembling something out of Fallout.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 15, 2012, 04:08:11 am**

Quote from: scaliper on February 15, 2012, 03:00:36 am

Quote from: AnimaRytak on February 15, 2012, 01:56:34 am

Once Deathgate ends, they will totally be a Deathgate II. Already got a story for it too.

That's the problem, though! We don't often get people incompetent enough to let it die, and even then, what kind of end would be epic enough for the fort that colonized Hell?

Hey, jerk. My turn's not over yet and I already came close to allowing the demons to enter.

Also the demon sickness is gradually spreading across the fort. I'm CONTEMPLATING having the entire fort take a bath in the monkey brute's goo just to give it a head start.

EDIT: Oh man. Seems like the demon sickness gets bad enough to cause yellow wounds; a couple of axedwarves (including the one that wasted the monkey brute) are laid up with 100% yellow wounded bodies.

EDIT: Also, Nota, the Professor of !!BIOLOGY!!, may be dead... but his ghost is becoming a regular around the place.

EDIT: Holy SHIT. We have no less than 21 ghosts haunting the place right now. One just wrecked a statue, the dick.

EDIT: One of them is a ghostly miner who apparently got walled into the spot where the doomsday magma shaft got walled in. His ghost is haunting that fucking lever.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 15, 2012, 05:45:51 am**

Double post!

Update time. We're halfway through Galena now.

=====  
These demon-spawned dwarves seem to be pulling in and restoring themselves after the skirmish that decimated their combat-capable warriors.

As an aside, *what the hell is this duck*. It's like a monster stitched together out of several other ducks.

Spoiler (click to show/hide)

One of their slain, this Alkhemia, took command of a dwarf's soul, but couldn't hold it for long enough to draw blood.

Despondent, the ghost seems to have taken up residence in the monstrous device that the dwarves have marked as THE DUCKOTRON.

The only other event of note, which I notice with some glee, is that the mighty Hoodwinked, the monkey brute which started the incursion, won in the end. His killer died in bed of his wounds, infection, and full-body demon corruption.

Devilspeed, Hoodwinked. Devilspeed.

[OOC: Been just letting the fort run while I read and stuff, to let them catch up on hauling, medical stuff, etc. I've designated a lot of the cats that were in the sealed-off Cat-Duck Chamber to be butchered, but most of the ducks have been hauled to the DUCKOTRON for forced breeding. I'm going to have it ready for its first drop soon enough, and the nest boxes are already filling with the soldiers of the next incursion.

Demonsickness appears to cause a lot of thirst, that or dwarves just aren't taking care of wounded properly. Nist died of thirst in the hospital, a hero (because if Hoodwinked had made it into the fort at large I very well may have been handing off 1/4 of this fort to Idort).

Military is training and doing it badly.]

[AS A POINT OF CLARIFICATION: Hoodwinked was the name of the monkey brute.]

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 15, 2012, 06:34:15 am**

Is That Aussie Dwarf still okay? His bedroom's in Hell, after all :-\

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 15, 2012, 11:36:26 am**

I already said he's fine. I don't even think he's infected with demon sickness, which is interesting because a good few noncombat dwarves, including Mad Fool, as well as a bunch of the livestock, all have it.

If your bedroom had a lot of nice silver furniture and stuff, though, it's currently melted and useless thanks to the haunts. A few barrels from the Hell Bunker booze stockpile also caught fire and exploded, but not the entire stockpile.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 16, 2012, 12:01:38 am**

Question.

Human caravan. Where is the controls for the murder device?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 16, 2012, 12:29:29 am**

Uh.... powered by the unfinished BATTERY? \*whistles nonchalantly, not at all lying in order to see his megaproject built\*

There's two screw pumps on the level above the trade depot (F7 will take you to the BATTERY, but they're slightly south of it). Once they go into the trade depot, I marked which one will fill it and which will drain it. Just lock the door so they dont escape.

You'll have to pump them manually, so just lock the trade depot door and tell one of the dwarves to start pumping. Just remember to make sure to come back and tell them to *stop* at some point afterwards ;)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 16, 2012, 12:50:36 am**

Hey lookie what I found.

<http://imgur.com/r/funny/9juMd> (<http://imgur.com/r/funny/9juMd>)

It's our hero!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 16, 2012, 01:36:51 am**

LIMESTONE

I can't take much more of this. Me. The *animate spirit* of a thrice-damned once-living *embodiment of pain and misery* and I can't frigging take much more of this place.

They finished working on that horrible, monstrous masterpiece that they began in response to my mental commands to breach their Hell Bunker.

[Spoiler](#) (click to show/hide)

The DUCKOTRON is active, and is in the process of being finally loaded and permanently sealed.

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

They are *loose*. These murderous monsters are *loose in Hell*.

Some of them were injured during their combat drop. Apparently the dwarves forgot to engineer parachutes.

[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)

A dwarf made a crossbow from raccoon bone during this time period, as well.

[Spoiler](#) (click to show/hide)

The only other event of interest was a human caravan which showed up, bearing goods for trade and goodwill towards dwarfkind.

The stumpy bastards waited for them to set up shop, locked the door, then flooded the room for the hell of it.

Mark those words. I do not use them lightly, reader. ***They did it for the hell of it.***

OOC: Turn's almost done, I suppose; just a few more months. Mostly uneventful; finished the DUCKOTRON and tested it, murdered a human caravan.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 16, 2012, 02:33:11 am**

Did you have any trouble with draining the trade depot? I was moderately certain that those screwpumps would draw from and pump back into an aquifer breach.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 16, 2012, 02:54:58 am**

They haven't started pumping yet.

*You weren't sure it would work!?* It hasn't been tested?

brb building new trade depot

In fact, I like that idea. From now on, we just collect drowned trade depots. Every caravan gets one!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 16, 2012, 03:29:07 am**

[Quote from: kefkakrazy on February 16, 2012, 02:54:58 am](#)

They haven't started pumping yet.

*You weren't sure it would work!?* It hasn't been tested?

brb building new trade depot

In fact, I like that idea. From now on, we just collect drowned trade depots. Every caravan gets one!

I did test and it seemed to work. I don't think I tested it to a full 7/7 depth. Give it a go and see what happens

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 16, 2012, 09:56:27 am**

I still say that my first idea sounds great. Can you imagine a Deathgate II on a terrifying map, with trade depot after trade depot just filled with drowned zombies? Then we open a path from all of those depots to Hell and unleash the zombies.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 16, 2012, 10:29:20 am**



Is this 100 pages of Deathgate?

Yes it is!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 16, 2012, 10:55:28 am**

Quote from: kefkakrazy on February 16, 2012, 09:56:27 am

I still say that my first idea sounds great. Can you imagine a Deathgate II on a terrifying map, with trade depot after trade depot just filled with drowned zombies? Then we open a path from all of those depots to Hell and unleash the zombies.

No, no, no. Modify the checkerboard idea to be a layer below the surface covered in hatches (in a little sealed-off area of course). Fill the 'cells' of the board with caged FB's/goblins/elves and open the hatches to expose them to evil/cursed rain that zombifies (if there is one. Haven't really looked at the new version yet). Unleash resulting zombie creatures on witless enemies/clowns/live elves!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 16, 2012, 01:37:07 pm**

From what I've read, apparently in terrifying biomes things just animate at random.

From the reports, the game's a bit *too* aggressive about it; undead are animating as fast as people are killing them, and you're getting crazy stuff like zombie horsehair and zombie horse skins murdering dwarves.

That last one sounds *fugging terrifying*.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 16, 2012, 03:34:43 pm**

Here's a hint if you want to survive terrifying:

1. Do not embark with slaughter animals.
2. Dig a hole.
3. Chop a tree whilst moving all of your goods into the hole.
4. Put all of your dwarfs inside and plug up the hole.
5. Never step outside.

I have been wiped within minutes by acid rain, then again by swarms of zombie giant mosquitoes, and again because evil mist entered my hole which had skylight for farming and again because dwarfs stepped into a river because of pathing and got flushed downstream off a waterfall. All 7 of them.

And I love it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 16, 2012, 04:10:39 pm**

Animal remover 2.0, because who needs a spike when you have 10000 zombie water buffalo?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 16, 2012, 10:46:51 pm**

From the sound of things, we're gonna need more magma for DG2.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 16, 2012, 11:34:25 pm**

Quote from: AnimaRytak on February 16, 2012, 10:46:51 pm

From the sound of things, we're gonna need more magma for DG2.

Never enuff magma.

Just don't ask me to get it, I'm shit with pumps.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 17, 2012, 12:30:12 am**

Sorry the turn is dragging on. I didn't notice that I'd already had it for 8 days; I'm going to try to expedite as possible, but don't expect miracles.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 17, 2012, 02:31:02 am**

Quote from: Blade Master Model 42 on February 16, 2012, 11:34:25 pm

Quote from: AnimaRytak on February 16, 2012, 10:46:51 pm

From the sound of things, we're gonna need more magma for DG2.

Never enuff magma.

Just don't ask me to get it, I'm shit with pumps.

My record is somewhere around 117-z level pump stack. Made a magma moat. 8)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 17, 2012, 04:36:24 am**

For transporting hu-ege amounts of the liquid red gold I prefer the piston pump. It can be a pain to set up, though: You need a magma reservoir (no problem) and a solid pump piston reaching through all z levels down to the target area. And then you also need to cave in the thing. I had it working once (before FPS and boredom killed the fort), even put up some glass floodgates and windows so the dwarves could watch it from the control room.

Pro: dangerous ("highly experimental"), cave-ins, liquid red gold, no problems with that li'l only wooden tube in the pump stack

Con: not working continuously (needs an obsidian casting device for the top and a drainage for the reservoir = Mad Engineerin Skillz and years of work, good luck in a community fort).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **jocgame** on **February 17, 2012, 08:26:50 pm**

can i be redorfed female. i died a while back but only just got around to reading the thread.... wow guys just wow i think you guys should continue don't quit now. oh and whatever profession i don't mind the job.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 18, 2012, 10:18:25 pm**

Spoiler (click to show/hide)

Jocgame dorfed. You're a legendary mechanic; there's plenty of legendaries undorfed to go around. Of note, you have a couple minor wounds, probably the result of demon sickness; half the fort has it now so don't feel too bad, and it doesn't seem THAT debilitating.

I'm up to Sandstone, hoping to go further tonight, but the remainder of my turn is likely to be a pretty light update outside of any interesting events. I've done my "piece."

Thinking of it, by the way. If they were at all capable of gaining skills or stats, I would put a danger room in the DUCKOTRON in a *heartbeat*. We totally only agreed on no danger rooms for *dwarves*.

5 TIMBER

The dwarves have started to reclaim their Hell Bunker from the forces of evil that beseiged it during their moment of weakness. They are still too frightened to open the walls and lay claim to it, but at the last, Hell has receded from it. Good for them. (I personally hope that they open the walls to reclaim their precious hellfarm, and find a monkey brute waiting for them...)

The population in their hideous DUCKOTRON has started to *explode*. I surmise that within a few generations, there'll truly be enough of an army to take Hell itself.

:o

They've even started EXPANDING the damned thing. One of their managers ordered another twenty nestboxes, and the sealed room has been (at this point) nearly completed and is only awaiting its incubation system (nest boxes) and connection to the main DUCKOTRON.

Alkhemia got bored of watching the ducks breed and floated off. First thing she did was possess a miner, Catten, who was working on the NEO-DUCKOTRON and drive her nuts. She ran off, throwing off all her clothes and keeping only her pick, then started screaming obscenities at everyone she saw. Shortly after, she stood in place for some time, waving her pick around and screaming threats at passers-by, until she tore up an adamantine **road**, then ran off...

What in *the hell* is this thing? I haven't even seen it before, and I've scanned through this *damn* place a number of times. *WHERE WAS IT*. I followed a dwarf, and he ran through it. Is this some quantum fragging room? Have these little lunatics started screwing with *quantum* physics!?

Oh, this was where Catten ran off to. Oddly befitting her name, she ran off from the site of her demolition of a road worth more than her life, to chop a cat into mincemeat with her pick. Alkhemia *really* must have done something to her to piss her off this bad. The military's after her now for a beating.

[OOC: Working on it, up to Timber now. Expanding the Duckotron, working on the hellbunker some, and watching ghost cause trouble. One is fun, one is pleasant, one is *frigging hilarious*.]

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 18, 2012, 11:28:38 pm**

What's the big water-filled room for exactly?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 18, 2012, 11:33:15 pm**

I DON'T EVEN KNOW.

I THINK it might be the Demon-Lock but I don't have a clue, I just found it by following a No Job dwarf and finding him in the room.

I'm reminded of the Quantum Room from Headshoots, the one that no players could ever find unless there was a dwarf already in it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 19, 2012, 03:46:01 am**

Could it be part of the obsidianiser?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 19, 2012, 07:03:22 am**

I think I remember someone building it as a throne room a while back, not sure though...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **tryrar** on **February 19, 2012, 10:25:15 am**

So, I'm pretty sure I read my dorf biting it(AGAIN! What is it, 5 times now?), so if you can redorf me(In fact, how bout I just say a permanent redorf request).

Oh, and about DGII, I'm down for that, I'd even request starting 7 status!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 19, 2012, 10:56:58 am**

Yeah the big water-filled room was suppose to be my (and Armok's) throne room from my second turn. The water was unintended but eventually was incorporated into the design.

On a side note, it seems the front demon logo, which is attached to noodle's photobucket, has exceeded its bandwidth. I'll try to fix this ASAP.

Edit:  
Logo issue has been fixed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 19, 2012, 09:19:15 pm**

The best part about that demon logo is that the magma behind the eyes isn't 7/7 any more, it's 6/7 with a lot of flowing 7/7 spaces, providing a creepy little twinkling effect.

EDIT: What in god's name have I done. like 70% of the adult population now has demon sickness blisters. Thank Armok it's pretty benign or I WOULD be the one to have ended Deathgate. Causes yellow wounded feet, though...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 19, 2012, 09:34:59 pm**

Big news, y'all! I found another t-shirt supplier that can do the shirts at \$23 each! Unfortunately, there are still some issues to sort through, but I think it could be possible to get a template put together. Give me a PM if you're interested. If I get 4 others, I'll send them a message and see what I can do!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 20, 2012, 09:22:49 am**

I'm think Deathgate might be more evil than Boatmurdered. The constant battle with demons, goblins, and forgotten beasts, the meatgrinder military where the average lifespan is a month, numerous violently insane overseers who have preformed various crimes against dwarfanity, a foul, blistering blight that is slowly infecting every inhabitant, numerous reality-warping power devices throughout the fortress, and more dead bodies than you can poke with a stick. Really, even considering the in-universe history of the world, Deathgate is damn evil.

And I wouldn't have it any other way.

DGII will be worse... oh yes my friends it will be worse.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 20, 2012, 09:31:09 am**

Wait, what exactly is this blight? An FB syndrome that just went everywhere?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 20, 2012, 10:19:07 am**

It's a demon syndrome, which I THINK appears to be a product primarily of the monkey brutes. A few of the older military dwarves, and a couple others, actually have/had full-body blistering because of it, but for the rest of the fortress it's just on the feet.

It does not appear to have any horrible side effects thus far, just painful blisters. If half the fort drops dead, then, well, I was wrong.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 20, 2012, 02:09:08 pm**

It's Battlefailed all over again it seems. At least its only one syndrome coating the floors and not eleven billion different ones.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 20, 2012, 07:39:31 pm**

Quote from: kefkakrazy on February 20, 2012, 10:19:07 am

It's a demon syndrome, which I THINK appears to be a product primarily of the monkey brutes. A few of the older military dwarves, and a couple others, actually have/had full-body blistering because of it, but for the rest of the fortress it's just on the feet.

It does not appear to have any horrible side effects thus far, just painful blisters. If half the fort drops dead, then, well, I was wrong.

This is why we can't have nice things in Hell - Kefkakrazy fills them with infections demon bile :P. So how many dwarves have rotting feet at the moment? Sounds like it's spreading through the fort or something.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 20, 2012, 09:00:30 pm**

A bunch of the non-named dwarves have it. Let me see if I can give a list, at least, of the *named* dorfs with rotting feet.

Ouroboros  
The Mad Fool  
Kenbo (full body blistering)  
Tryrar (he's also badly crippled, I may have to redorf)  
ThatAussieDwarf  
Jocgame  
Frying Doby

All of those except Kenbo have blistered feet.



I counted about 28 dwarves in all with blisters, meaning that over a third of our dwarves have demon sickness.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 20, 2012, 09:40:26 pm**

Is my dorf dead? Or just lucky enough to escape the blisters?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 20, 2012, 10:16:50 pm**

remind me your dorf's name? I don't have a NRDL on here.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 20, 2012, 10:22:09 pm**

Baelor. It is always Baelor.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 20, 2012, 10:55:49 pm**

Baelor is alive and unblistered.

I haven't had any named dorfs die since the last update.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 20, 2012, 11:07:55 pm**

Quote from: kefkakrazy on February 20, 2012, 10:55:49 pm

Baelor is alive and unblistered.  
I haven't had any named dorfs die since the last update.

Kudos to you, then.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 21, 2012, 12:51:42 am**

Quote from: kefkakrazy on February 20, 2012, 09:00:30 pm

A bunch of the non-named dwarves have it. Let me see if I can give a list, at least, of the *named* dorfs with rotting feet.  
**ThatAussieDwarf**

Damn. I don't suppose there's a hospital somewhere in the escheresque nightmare of tunnels that make up the fort?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 21, 2012, 01:20:36 am**

I don't know if we have any way of curing demon sickness. There's a hospital, but it's pretty much a bunch of beds and the Mad Fool going "yep that's a gaping leg wound alright, here's a bandaid."

we have no soap, lots of infections in the fort.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 21, 2012, 01:21:16 am**

How do you make soap?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 21, 2012, 02:27:36 am**

Quote from: NRDL on February 21, 2012, 01:21:16 am

How do you make soap?

You need a few things.

You need wood, which you burn to ash, and make into lye.

You need fat, which you render into tallow.

You need a Soapmaker's Workshop, and a soaper to combine the lye and tallow.

It's a tad involved, but we should get some soap.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 21, 2012, 02:42:27 am**

If you can channel a drain to somewhere through a floor leading to the hellbunker, slap a grate over it and pour water down from above, you'll keep them from tracking the filth into the rest of the fort.

I also get the feeling Mitchewawa's chuckling at me for the karmic payback of my dwarf getting rotten feet after taking his dwarf's fancy vacated bedroom... :-\

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 21, 2012, 03:08:38 am**

HAHAH.

BUT WE'RE STILL ALL DOOMED.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 21, 2012, 11:18:50 am**

Quote from: Blade Master Model 42 on February 21, 2012, 02:27:36 am

Quote from: NRDL on February 21, 2012, 01:21:16 am

How do you make soap?

You need a few things.

You need wood, which you burn to ash, and make into lye.

You need fat, which you render into tallow.

You need a Soapmaker's Workshop, and a soaper to combine the lye and tallow.

It's a tad involved, but we should get some soap.

Is rocknut oil still glitchy? If not, you can also make soap from rock nuts.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 21, 2012, 04:43:23 pm**

In Deathgate II, we should enslave a group of vampires, feed them animals/barrels of blood so they may survive, then when we break into the Candy Store, we unleash them as a blitzkrieg unit upon the Clowns. They'll never know what hit them.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Grath** on **February 21, 2012, 08:13:40 pm**

Quote from: Velard on February 21, 2012, 04:43:23 pm

In Deathgate II, we should enslave a group of vampires, feed them animals/barrels of blood so they may survive, then when we break into the Candy Store, we unleash them as a blitzkrieg unit upon the Clowns. They'll never know what hit them.

OR convert the entire fortress into vampires by 'milking' the vampires (via training spears) into the main drinking water reservoir.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **February 21, 2012, 10:00:08 pm**

Can I get an update on my dorf Eoganachta?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 21, 2012, 10:21:24 pm**

Working on what will be final update.

Eoganachta is not only dead, but is risen as a ghost and is haunting people.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 01:20:36 am**

Okay, guys. I need some input here. Major emergency.

I fucked up royally and let an assassin bug fiend into the fort. It's still inside the hellbunker... but the military is basically nonexistent at this point and I don't know if I can stop it short of walling off the hellbunker.

Do I savescum at this point and start over on this particular session, and *not* do the attempted awesomery that resulted in this, or do I let it play through and hand the next overseer a true royal clusterfuck?

Of note: Kenbo, Baelor, and Dortimus have already bit it if I do save this session.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 22, 2012, 01:26:36 am**

The smart thing to do is probably savescum. The dorfy thing to do is wall off the fort and figure out a way to get that thing killed. I vote for the dorfy thing.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **February 22, 2012, 01:33:34 am**

Quote from: kefkakrazy on February 22, 2012, 01:20:36 am

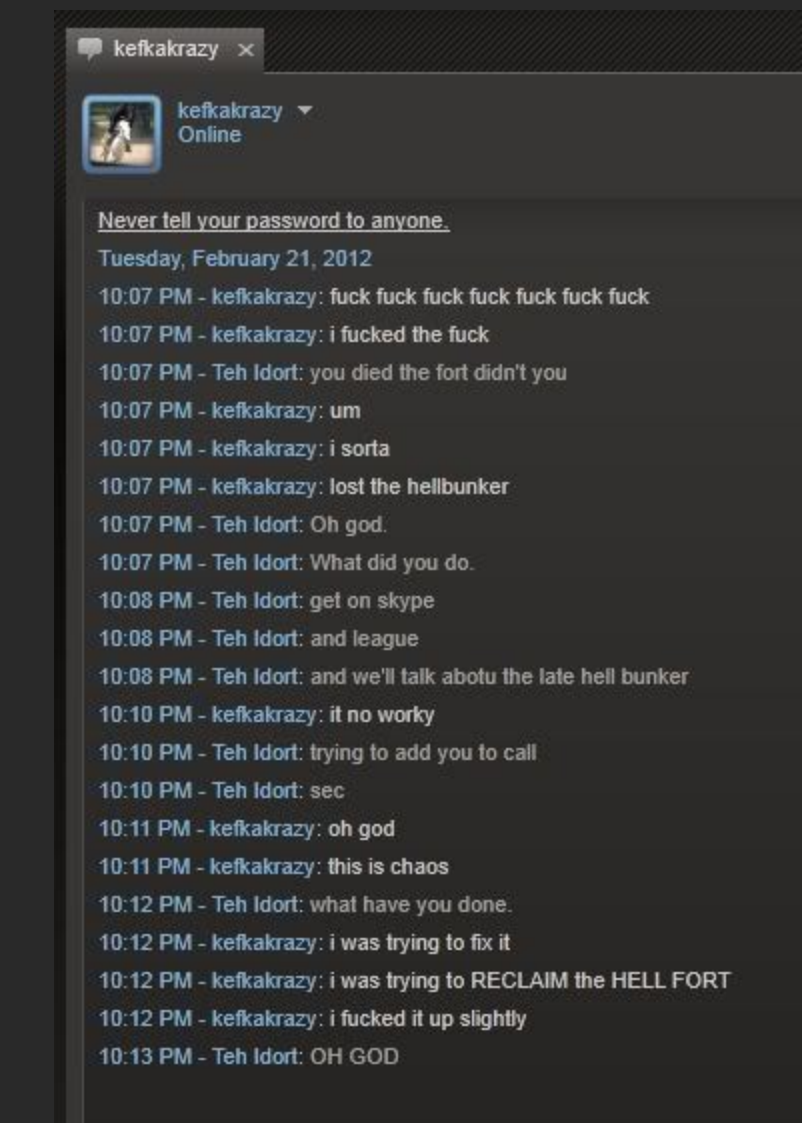
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Do I savescum at this point and start over on this particular session, and *not* do the attempted awesomery that resulted in this, or do I let it play through and hand the next overseer a true royal clusterfuck?

Of note: Kenbo, Baelor, and Dortimus have already bit it if I do save this session.

God dommot Kro.



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 01:40:22 am**

Alright, I'm going to save it. I'm going to save it, and God help us all, because I've got the situation contained. Ish. Sort of.

Oh fuck what have I done.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 22, 2012, 01:41:47 am**

Quote from: kefkakrazy on February 22, 2012, 01:40:22 am

Alright, I'm going to save it. I'm going to save it, and God help us all, because I've got the situation contained. Ish. Sort of.

Oh fuck what have I done.

Well you did open the safely-sealed entrance into the Hellbunker :P

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **February 22, 2012, 02:35:24 am**

Never savescum. What happens to Deathgate happens.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 03:09:04 am**

This is utter chaos but the situation, assuming that I don't find any MORE breaches in my hastily-constructed Security, seems contained.

We've lost a *lot* of dwarves though, including Catten the Cat-Puncher, who sealed herself in the DUCKOTRON presumably out of some prescience. The DUCKOTRON is offline until we can reclaim the activator lever, by the way...

Also the ducks may have genuinely saved the fort, the demons took long enough chasing down the ducks that I'd already dropped (which had wandered back into the hellbunker when I opened a path) that they didn't go through into the fort proper.

I should do my final update tomorrow, it's a biggie.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 22, 2012, 08:26:31 am**

Assassin Bug Fiends are no laughing matter. They were equal to first-generation Karakzon and Tryrar in strength.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **EmeraldWind** on **February 22, 2012, 08:29:16 am**

Quote from: kefkakrazy on February 22, 2012, 03:09:04 am

Also the ducks may have genuinely saved the fort, the demons took long enough chasing down the ducks that I'd already dropped (which had wandered back into the hellbunker when I opened a path) that they didn't go through into the fort proper.

This line will be in my head making me laugh for the rest of the day.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **February 22, 2012, 01:36:22 pm**

Apparently, ducks are the true heroes of Deathgate.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 01:41:50 pm**



My time...

my time in this place is nearing its end.

But what glories, and horrors, I have seen...

Spoiler (click to show/hide)

They drowned another caravan. This just seemed excessive at this point, considering this caravan was from their own Mountainhome. I would like to reiterate that I didn't *force* them to do this, they just did it. Presumably out of some sick feeling of amusement.

Spoiler (click to show/hide)

One of the little monsters (the little ones, it was a child) created this thing. An interesting trinket.

It's at that point that something snapped. I lost it. I could not, could not continue watching this. I thought we were evil, but these little assholes are something else. By all that lives and dies, Armok did not place the adamantine and slade to protect the surface from us; he placed it to *protect us from them*.

I gathered all my being, all that I AM, and threw it against the walls of their bunker in one spot. All my remaining life force, my ability to affect this world...

My brethren wasted no time in following through the breach.

The dwarves created walls to block off the advance, not knowing that while building their DUCKOTRON, they opened more paths for the demons to reach the fortress, another way through which the walls did NOT block...

Baelor the Bastard was the first hero on site. Some say that he was just trudging down there after some adamantine gear that was laying on the ground in the Underworld, but certainly, that must be a lie, because no dwarf would be stupid enough to engage three Saffron Demons and an Assassin Bug Fiend over an adamantine glove... right?

Either way it didn't matter.

More dwarves showed up to try to contain the situation...

They failed.

Maddeningly, one dwarf stood up and held off the assassin bug for longer than most of his compatriots. The kid lasted about ten seconds, which is impressive given the previous record was about three.

The assassin bug made it into the melted remains of Mitchewawa's bedroom and...

Killed some more dwarves.

Lots more.

The saffron demons decided to take up residence in the Hellbunker apartments. They're wrecking everything, but otherwise just chillin' like lizards and stuff.

The assassin bug earned several names, Greaseriddled the Splattered Carnages (appropriate) and is now relaxing right outside of the ammo bunker. He appears to have no interest in battering down the door and going for more murder, either because he's had his fill for now or because the dwarves have successfully broken the path for the non-flying assassin bug. They hastily broke down several stairways and floors to make it impassable for ground-bound demons.

The first Baelor watches this carnage, including the death of his successor.

Among the dwarves' greatest loss; one part of the Hellbunker which was lost to the demons included most of their ammo supply. Whoever came up with the brilliant idea of putting it there clearly didn't expect anyone to actually let the demons penetrate this far; well, WHO'S LAUGHING NOW!?

Catten the Cat-Punisher, the possessed miner from before, walled herself into the DUCKOTRON right before the demons showed up. She's there for the long haul now; also, the activator lever is part of the occupied zone, so the DUCKOTRON is presently offline.

One of the dwarven children is missing a foot for some gods-be-damned reason. He's earned the name "Tiny Tim" on the grounds that he hit legendary crutchwalker before he hit puberty.

And with that, I'm done. My animate spirit has been exhausted, and I can no longer stay on this world.

I have chosen to reincarnate myself in the most horrible, deadly form I have witnessed. I will visit evil on this world in its purest form, I will see everything burn, and I shall spit in the face of the gods themselves. I will show the world such horrors as have not been imagined...

OOC:

Well, that's my turn. I made an honest attempt at opening part of the Hellbunker to reclaim the hellfarm and the section where the monkey brute was caught, and demons bum-rushed in. I thought I'd sealed it off from the rest of the fort, but there turned out to be three or four alternate routes that I HADN'T walled off, so I lost a fuck load of dwarves before successfully containing the situation.

Among the dwarves that need redorfed are Dortimus and Baelor; they're the ones I KNOW got wasted. I'll let the next overseer take care of that.

My reign resulted in something like 15-20 dead dwarves, which I consider to be fairly good for my normal engineering attempts...

Good luck, next guy! You gonna need it.

<http://dffd.wimbli.com/file.php?id=5657> (<http://dffd.wimbli.com/file.php?id=5657>)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 22, 2012, 04:24:46 pm**

Yeah, that ammo. I planned on that being the outermost wall, but people just kept expanding the bottom level. The one I intended to have repeating spikes.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 05:09:29 pm**

There are spikes there! And they have mechanisms attached!

God knows what they're hooked up to though.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 22, 2012, 05:22:05 pm**

Quote from: kefkakrazy on February 22, 2012, 05:09:29 pm

There are spikes there! And they have mechanisms attached!

God knows what they're hooked up to though.

AFAIK, there sould be a lever close to the main dinning hall with a note on them. A obsidian lever if im not mistaken.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 22, 2012, 06:15:20 pm**

Damned if I was ever able to find the dining hall when I needed it.

I think I built a bunch of upright spears in the fort corridors, linked them up to a pressure plate in the dining hall set to allow civvies to trigger, then hid it all, just to screw with people, though...

(i deconstructed the pressure plate, leave me alone, I'm not that evil)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 22, 2012, 08:26:16 pm**

Quote from: Mitchewawa on February 21, 2012, 03:08:38 am

BUT WE'RE STILL ALL DOOMED.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 22, 2012, 08:37:16 pm**

Uh... Kefka? All your work was in vain; The hellfarm was on the 'safe' side of the Hellbunker. All that was taken was a small lobby room that the Monkey demon was sitting in.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 22, 2012, 09:01:39 pm**

You can always count on Kefka to bring the bloodshed.

Seriously I thought my last reign was brutal. As more and more time goes on, Deathgate is starting to resemble Europe after WW1.

EDIT:

Just opened up the save, all have to say is:

Fuck.

I do NOT envy the person who has to clean this mess up.

I honestly can't tell where anything is anymore. Old Deathgate, that is the upper portions, are almost entirely abandoned (which I was responsible for after a previous overseer constructed a new fort just above hell) but is filled with all manner of twisting passages, discard clothing, and a few disturbed souls who continue to work on various hellish deeds, chiefly cat butchery. I can't even tell where the entrance is anymore. The sub-fort has its halls filled with furniture, making me think Deathgate might belong on an episode of Hoarders.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 23, 2012, 12:11:21 am**

Quote from: ThatAussieGuy on February 22, 2012, 08:37:16 pm  
Uh... Kefka? All your work was in vain; The hellfarm was on the 'safe' side of the Hellbunker. All that was taken was a small lobby room that the Monkey demon was sitting in.

I, uh.

I lost the hellfarm really early in the year, while building the duck room.

A couple of dwarves took advantage of the hole in the north wall to go out and loop around to the Monkey Brute's little enclosure after some dropped equipment (Krosan I was among them!) and engaged him. Stupidly, I opened a hole in the hellfarm's fortifications to get in there after they killed him, so that Krosan I and the recruit that killed the demon could come home and get healed up, because damned if we didn't need military dwarves.

The rest, of course, is history; a couple of fire haunts blitzed through the hole, roasted Krosan I and lit up the recruit too (he later died of injuries), and we lost a third of the military pacifying them. I built a wall to seal the hellfarm off from the rest of the fort just in time to stop another haunt from getting in through that.

Also the cat butchery, also me. I, uh. Used DT to set most of the non-named non-legendary dwarves to butchery, then designated a bunch of cats for clearing out. I had to, since I was opening the sealed cat/duck breeding chamber to get the ducks for the DUCKOTRON.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 23, 2012, 03:25:57 am**

I'm really not sure if this was ABSOLUTE WIN or not. Early on in the fort, this carnage and demon-reclamation would have been cool, but after everything else, it's depressing. It would suck for Deathgate to die a slow death through simple attrition.

I'd like to be re-dorfed. If it was possible, I'd like to have been re-dorfed as a duck. AS ALL THE DUCKS. They last longer than the dwarves.

But if not, well, it's time for a change of pace. Dorf me as Baelor the Barbarian. Axedwarf, no armor, but send my guy to the upper surface. Put him on hunting duty. Yes, axe-hunting is probably a bad idea, but if Baelor the Barbarian succeeds, it would be cool. If he ever becomes strong enough on the surface, send him down to the flaming depths of hell, with the soldiers.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 23, 2012, 10:50:40 am**

Quote from: AnimaRytak on February 22, 2012, 09:01:39 pm  
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Seriously I thought my last reign was brutal. As more and more time goes on, Deathgate is starting to resemble Europe after WW1.  
  
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Just opened up the save, all have to say is:  
  
Fuck.  
  
I do NOT envy the person who has to clean this mess up.

Thanks. Thank you oh so very much. I'm downloading and trying to find what is where. I'll probably try to stabilize the patient that DeathGate has become. A dabbling surgeon like me should be able to.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 23, 2012, 10:53:13 am**

I didn't leave it in THAT bad of shape... <\_<

It's more or less secure now, I think, though you may wanna check and make sure there's no way for a flyer to path in.

Quite honestly, forging a pile of bolts and drafting all the non-dorfed non-legendary cannon fodder into marksdwarf squads will probably, realistically, allow you to reclaim the bunker for now.

It's just that I have little experience working with militaries recently, have *never* breached hell...

Yeah, bit of an incompetent overseer here

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 23, 2012, 10:56:56 am**

Don't worry. My idea of a military is also like draft Marsdwarves and then outwait the enemy behind fortifications. I'll try to come up with something.

So I'll start checking the layout of Lower DeathGate and then plan how to stabilize and reclaim the Hellish Fields.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 23, 2012, 12:25:34 pm**

Just *watch out* for that assassin bug. I don't know how dangerous the saffron demons are, but that assassin bug is a badass and he's only down one leg.

We should totally build catapult batteries in hell and have a never-ending constant stream of boulders flying around. Teams of legendary siege operators.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **February 23, 2012, 02:01:18 pm**

Quote from: kefkakrazy on February 23, 2012, 12:25:34 pm  
Just *watch out* for that assassin bug. I don't know how dangerous the saffron demons are, but that assassin bug is a badass and he's only down one leg.  
  
We should totally build catapult batteries in hell and have a never-ending constant stream of boulders flying around. Teams of legendary siege operators.



I like it! Only thing is, that would require the aforementioned ground-floor fortifications.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 23, 2012, 03:00:41 pm**

On Deathgate II, steps will be taken to make a working military from embark. Hopefully proper application of the teaching skill should speed up training.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **February 23, 2012, 05:01:25 pm**

Quote from: AnimaRytak on February 23, 2012, 03:00:41 pm  
On Deathgate II, steps will be taken to make a working military from embark. Hopefully proper application of the teaching skill should speed up training.

What we should do is operate like the Spartans in 300.

Send out the military 1 at a time versus a wolf or something. And if they survive, Allow them to be part of the official military.

Also, I know danger rooms are out. Are Gyms out too?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 23, 2012, 10:29:36 pm**

I see no reason to outlaw pump gyms in DG2, or DG for that matter.

Also a trial by fire... I like that idea. All of our recruits shall be first trained in the art of wrestling. Before being accepted as a warrior proper, they must fight an goblin prisoner. Both shall be naked. Both shall be unarmed. If the dwarf wins, he is a warrior of Deathgate. If the goblin wins, he's goes in the magma.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 23, 2012, 10:42:02 pm**

Yeah, pump gyms are something that makes a degree of sense. I guess the general sentiment towards danger rooms is that they feel exploitative?

Maybe we SHOULD have them, but with the requirement that they be actually dangerous... I mean, if we can build a military that can survive in a room full of STEEL spears or spikes...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 23, 2012, 10:50:58 pm**

The issue for us wasn't that we felt that danger rooms were exploitative, we felt it would make overwhelming the clowns too easy. We wanted to make the invasion of hell an actual challenge. Hence no danger rooms.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **KenboCalrissian** on **February 24, 2012, 03:56:32 am**

Funny that despite being scarred head to toe in blisters, my dwarf still managed to 'take someone to bed recently.' Playa.

I thought he'd be safe as an armorer, but death by assassin bug is a pretty badass way to go. Could I get another armorer named 'Kenbo II?'

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 24, 2012, 04:37:03 am**

Best thing about being a grand master carpenter is being absolutely useless, therefore dining-room bound. That is, until one of you lets them into the actual freaking base.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 24, 2012, 05:10:49 am**

Is it really feasible to use catapults in hell? As awesome as that would be, I'd like to know first before crazily shouting "DORF ME AS A SIEGE OPERATOR!!!!!!!!!!!!!!!!!!!!11".

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 24, 2012, 05:50:28 am**

Coupled with the fact that catapults do as much damage as tickling their nutsack, siege operators are total pussies. Ballistas are better, but are a pain to micromanage. You also need to train engineers, as shoddy parts can't aim worth shit.

So yeah, go for it if we ever take back the base.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 24, 2012, 06:28:13 am**

Dorf me as that please.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 24, 2012, 03:30:57 pm**

I demand a plaque. I think I'm officially the least competent overseer to take a whack at this hellhole.

At least I probably had the highest deathcount.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **February 24, 2012, 03:47:26 pm**

We should make a "highscore" thingie with the various acheivements of every overseer.

I claim the "Most deaths in extremely small amount of time" and "most deaths in 1st month of reign" prizes!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **February 24, 2012, 05:40:10 pm**

I take "Most Instances of Cruelty to Animals". I think noodle takes "Most Respawns".

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 24, 2012, 05:56:09 pm**

'Boring award - Least deaths'  
'Consolation Prize - Most Interesting update titles'

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 24, 2012, 07:53:08 pm**

I'm sure we'll take it back eventually. The demons will eventually get bored and leave... probably.

Failing that, just opening a path for them and restarting some of the defenses used to take out the initial breach wave would probably do it. Hell, if we just released a few dozen armed goblins into the Hellbunker it'd probably clear it out, though then we'd have the issue of the goblins to work through.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 25, 2012, 12:58:04 am**

1st report on DeathGate in the year 774

Short version: not too much happened, the Dorfs that were walled in / left in the hellhole died. I tried to save them by building walls and stuff but they didn't make it. Ordered slabs to be made. Started soap making. Waited a lot for Dorfs, they are busy and we have no idlers.

So:  
So someday a lad came bye and tole me: Congrats, son, you be the winner in the lottereye! You wonne ae tryppe. In hindsight I should hae slayen the lovemakin' lovechild! Next, they tole me the wagonne be nae ready in thyse versione. Carried me here on a mule, an when I be sayin "on that mule" itte be more of "draggin the beast up an doon the moontains". They near tole me the destination, too. "DeathGate", the name bodes ill...

So I came behind the last caravan and lo an behold, tall mountains, maebbe ae volcanoe? And over alle the ... bodeing. A chylde passed me an tole me that I be the new, longe awaited mayor. Word spread fast, like rancydde rocknutte oyle throu a gyantic capybara.

Ande then a lasse came an tole me that Armok hae blessed her.  
"Armok, Armok I call thee, my Axe be by me side!"  
an she "be called by name of Baelor" an she'd be outside to hunt the great beasties of the moontaine sloopes. An' ther be ghoests, an' there be dead, an' there be foul beasties from the ne'errealms, an haaf of the lads an' lassies be rottin. I ordered slabs encarved for t' dead, though I cannea find some o t' lads an' lasses naemes.

Great. On o' our miners died. Of thirst. Walled hisself in, it seems.  
(Catten, who was left in the duckotron)

OOC  
No, seriously, I cannot find three of them in the list to engrave memorial slabs. Ah, well, so we'll still have at least those three ghosts when I retire...  
This place has been described as a sprawling mess. This is... true. I don't think it is unmanageable, I try concentrating on a few things:  
- bury / slab dead  
- secure hellbunker / start reclaim  
- start soap industry  
- set up marksdwaves (and maybe some serious infantry)  
and wait for Dorfs to finish their hauling / whatever buisiness...

EDIT: got the year wrong... just fired up wrong save to look at the calendar date \*facepalm\*

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 25, 2012, 01:09:59 am**

Just looked at the Assassin Bug's description:  
Quote  
A huge one-eyed assassin bug. It has a square shell and it squirms and fidgets. Its charcoal exoskeleton is leathery. Beware its deadly blood!  
She is weak. Her right third leg bears a tiny dent.  
Wow. Also: I am not sure if I want this thing to die inside the fort proper (well, I am sure: I don't want) to avoid spreading the symptoms FailedCannon style.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 25, 2012, 06:59:13 am**

Thanks for the dorfing.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 25, 2012, 08:29:50 am**

Quote from: NRDL on February 25, 2012, 06:59:13 am  
Thanks for the dorfing.  
Sorry I only got your idea for the siege engineer afterwards... but an axe crazy dorf is so much more... dorfenly I'd say.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **February 25, 2012, 09:01:17 am**

That's right. Hence the:

Quote from: NRDL on February 25, 2012, 06:59:13 am

Thanks for the dorfing.

What is there to hunt on the surface?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 25, 2012, 09:13:16 am**

noooo, our ghosts! They're like our chief export! Well, if we ever exported anything, that is.

Except dead caravans.

Do different demon varieties have different syndromes, or is "demon sickness" universal among them?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 25, 2012, 09:18:11 am**

Quote from: kefkakrazy on February 25, 2012, 09:13:16 am

noooo, our ghosts! They're like our chief export! Well, if we ever exported anything, that is.

Except dead caravans.

Do different demon varieties have different syndromes, or is "demon sickness" universal among them?

I think it just works like the FB syndromes. Then again, all I've seen is Demons with Boiling Dust. Did once see an FB in one of my fort that had a delayed full-body blister effect for anyone that stepped in it's blood. THAT was fun to track down the cause of.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **February 25, 2012, 09:27:36 am**

We should cripple the demon and see if we can't weaponize its blood somehow.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 25, 2012, 10:28:47 am**

The saffron demons spit frozen extract laced with cat blood. This might be something we could use. We'd have to collect it somehow and thaw it using magma... The blistering feet is probably an effect of some demon extract or blood. I will try to set up the decontamination system that somebody planned (the spiked entrance has notes re this). To this end I should start setting up plumbing. We'll need water down there anyway. I think I'll bring it in from the adamantine vein in the West.

Re: the ghosts  
They were starting to annoy me, hence the reduction-of-ghost-number-program.

I'll also have to hunt down the last human on the map, so he cannot warn his brethren when they arrive.

Next update will have to wait till Monday, I guess 9-ish UTC.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 25, 2012, 04:00:21 pm**

The problem is that if assassin bug blood causes the same syndrome as monkey brute dust, it's not terribly lethal (at least thus far). Just blistering.

If that DOES turn out to have been a lethal syndrome, then i am probably officially responsible for the depopulation of Deathgate.

99.9% certain that the foot blisters are a product of monkey brute extract. Hoodwinked spewed it EVERYWHERE while Krosan and Atib were beating hell out of him, and they had full-body blisters before they died. The Hellfarm was also getting little bits of dust spewed into it... that might have helped spread it? Also think that there was a puddle (now cleaned) of monkey brute fluid in one pathway; the big spread may have occurred when I burrow-restricted the entire fortress to a small Hellbunker-centric burrow to force them to complete the DUCKOTRON fast enough to keep demons from getting in.

(I totally failed at that, by the way, hence the haunt of fire flames decorating the top and interior of the Hellbunker)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 26, 2012, 06:51:47 pm**

Whenever I hear about the assassin bugs, I keep picturing the beetle droids from Samurai Jack. Except for the fact that we don't have god-forged blades to fight the Assassin Bugs.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **February 26, 2012, 07:27:38 pm**

The demon Aku has come! A demon twisted into huminoid form. It's face is green. It is black. Beware its totalitarian state!  
Samurai Jack has entered a martial trance!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 26, 2012, 11:25:58 pm**

Sure we do, we just need to find a dwarf badass enough to wield the Red Monster sword.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **February 27, 2012, 04:39:44 am**

Hmm... the sword... I'll leave that alone (for now). Maybe Baelor wants it?

I be orederin' reclaiming o' t' fortifications o' t'hellfort noo. An be tole, I be nae acceptin' failure to doe soe! The hellspawn sittin' in t' fort does nea seem ta care at t' moment.



(OOC: No, really. Neither the assassin bug nor the saffron deamons start pathing to our marksdwaves)  
[Spoiler](#) (click to show/hide)

27th Granite. Mitchewa suddenly annooned he be havin' tis "great idea". I be fearin the worst. He be blabberin' aboot "a sekrit missun" an' "the plans" an ran off to claim hissself a carpenter's workshop.

Doon in t'hellhole seems tae be dreidful things agoin on: I been tole aboot a number o' drakes diein' with the reports o ' t' combat showin nuthin. Mebbe 'twas t' ghoesties?

(OOC: strange. really. I get several "stray drake has been struck down" messages. So either the saffron demons can spit through walls, which I doubt, or the ghosts - there's still a whole bunch of them roaming free that do not appear in the unit list - killed the fowl, which should show up in the combat logs, or they died of poisoning with... I don't know, which should show up as coating or so on the corpse)

1st Slate. I be orderin' t' prodoocshun of rock blocks. T' masons be harassin' me about how much faster constroocshun ca n goe with those.

(OCC: I also changed the rock stockpiles downstairs to more sensible rock block ones. Working with blocks is much faster than with raw stone and it also looks nicer)

The 'Yelesom' ghoesti be quite annoyin'. He be possessin' oor miners an' all. I be needin' to put it tae rest, but I kannea find 'is name in t' list o' memorable characters. I think he be memorable enuff!

13th Slate. Mitchewa finished 'is sekkrit project. An armor stand. I guess I be moovin tis un tae oor barracks so t' lads be happy when be sparrin'.  
[Spoiler](#) (click to show/hide)

18th Slate. 'Tiny Tim' was struck doon by t' Saffron hellspawn while lookin fer somethin' tea eat. There be nothin' tae eat doon there, yea stoopid (and I explicitly forebade each and all doon there).  
[Spoiler](#) (click to show/hide)

19th Slate. The last breach in t'Hellfort hae been closed. Praise the masons! Additionallea, makin' o' soap heas started.

(OOC: I think it might be possible to start closing the ceiling in the upper level of the hellbunker, our current demonic guests cannot fly I think. Then we can expand from that level and maybe wall the saffron demons in. I'll also reclaim the duck-o-tron, so that the breeding program can continue.)

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 27, 2012, 05:28:01 am**

---

Has any work on the BATTERY been done? Or has my masterpiece been abandoned for fresh bouts of insanity?

Also, if you seal off the Hellbunker from the adamantine spire (floor it over, locked hatches, take your pick), the demons should get bored and wander off to rejoin whatever group they spawned on the map with. Probably. Maybe. I think.

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte**a on **February 27, 2012, 05:46:55 am**

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At the moment I am ignoring the BATTERY. I need all hands to get the stone blocks tot he hellbunker. I want the farm room back to grow the Plump HELLmets. I'm also trying to get some plumbing done, we need water for the decontamination shower. Once a number of blocks are downstairs I can recommence construction.

I am not sure why the demons would leave when we seal the spire and if the same effect could not be achieved sealing off the hellbunker (if all paths, even for flyers, to the surface are closed by floors and walls). They are also hanging around as there are still some beds that they have not destroyed (I guess).

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 27, 2012, 09:47:12 am**

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Where did the drakes die? I know I explicitly left some drakes outside of the DUCKOTRON in order to ensure the fecund females within could continue pumping out soldiers.

If they died in the DUCKOTRON, it's probably confinement-based aggression; if there's no combat reports recently, they could have just died from previous wounds. If they died in Hell, then it's probably a few of the first waves; some of them take nasty injuries from that extra Z-level drop, meaning about half the DUCKOTRON's soldiers get maimed before contact with the enemy, something I consider just and dwarfy.

I'd probably leave the red monster sword alone, nobody can wield it without dying.

Also, YOU MONSTER, YOU LET TINY TIM DIE.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte**a on **February 27, 2012, 12:05:14 pm**

---

I found the combat reports... two pages down. The confinement-based aggression in the duck-o-tron spams the combat report overview. The drakes and ganders and whatnot were killed by the Saffron Demons.

Tiny Tim had it coming to him: He ran into the Hellbunker that was off limits to get something to eat. I wonder why, everything down there was forbidden (I also changed the orders to "Forbid own dead, dead items, everything"). But I would have preferred it not to have happened. I also did a quick branch of timelines and the same happened. I am sticking to the "original" timeline, though.

The sword: We really need a weapon forged from the smitten carcass of a Hellspawn, wielded by Armoks finest Disciple, who will be exalted for all times. But I agree: until the Coming we'd better not touch it. One could argue that only the Chosen One would be allowed to wield it and Armok will smite any infidel touching it...

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **February 27, 2012, 10:03:42 pm**

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Trap a flame demon and expose soldiers clad in adamantine to it until one survives with only having lost his fat. That dwarf should be able to wield the Flame of Deathgate

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 27, 2012, 11:30:17 pm**

---

I for one support our Super Burn-Ward-Jesus initiative.

I wonder what the stats are on that sword. Would he be sparring and cause people to melt? Demons probably wouldn't melt...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **February 28, 2012, 05:36:53 pm**

Well, I must say, I have egg on my face. The !!surprise!! I had planned might not happen for a long time, and because of that, I am ashamed. Rytak knows what I speak of. Armok looks at me and is disappoint. So, to make amends(and because my month long writer's block is gone), I think I'll write a fanfic for you all to enjoy! It will include be in an alternate timeline, and it'll include Paindeer, the BATTERY, onslaughts of Assassin Bugfiends, the fiery demon blade, Red Monster, and much more !!FUN!!.

EDIT:  
[Quote from: gunpowderte](#) on February 27, 2012, 04:39:44 am

18th Slate. 'Tiny Tim' was struck doon by t' Saffron hellspawn while lookin fer somethin' tea eat. There be nothin' tae eat doon there, yea stoopid (and I explicitly forbade each and all doon there).  
[Spoiler](#) (click to show/hide)

So THAT'S what killed the kid. I always thought it was pneumonia and malnutrition.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **February 29, 2012, 11:30:12 am**

[Quote from: gunpowderte](#) on February 27, 2012, 12:05:14 pm

Tiny Tim had it coming to him: He ran into the Hellbunker that was off limits to get something to eat. I wonder why, everything down there was forbidden (I also changed the orders to "Forbid own dead, dead items, everything"). But I would have preferred it not to have happened. I also did a quick branch of timelines and the same happened. I am sticking to the "original" timeline, though.

You may want to consider a civ burrow for work control purposes. When I was making the duckotron, I had to restrict civilians to a small burrow containing the Hellbunker and the diorite quarry above in order to force them to prioritize it; at the least, using a burrow should keep them from playing chicken with saffron demons and keep them from running after any of the loot you may have missed. There's goodies strewn all over hell, including food (from slain soldiers).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Silverwilt** on **March 01, 2012, 03:32:08 pm**

Some artifact nether-cap gauntlets would probably allow some one to wield the flame sword. You should stockpile some logs and train everyone to novice carpenter, you might get lucky.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Vahir** on **March 01, 2012, 04:16:26 pm**

I'd like to take a shot at this, sign me up, please.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **March 01, 2012, 04:36:02 pm**

[Quote from: Silverwilt](#) on March 01, 2012, 03:32:08 pm

Some artifact nether-cap gauntlets would probably allow some one to wield the flame sword. You should stockpile some logs and train everyone to novice carpenter, you might get lucky.

Nether-Cap Gauntlets and the Red Monster... Sounds pretty boss. Isn't it already possible to make wooden armor for training?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **March 01, 2012, 05:08:04 pm**

[Quote from: Velard](#) on March 01, 2012, 04:36:02 pm

Isn't it already possible to make wooden armor for training?

Nope. Has anyone here actually gotten a piece of artifact wooden armor? Is it carpenters or wood crafters that produce it? I don't think I've ever seen it. Although, actually, I can't remember the last time I had a moody carpenter...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 01, 2012, 06:57:07 pm**

I wonder if that WOULD work. Should be easy enough to test, if anyone has the inclination; I would expect that creating a new material, a metal with the nether-cap zero heat properties, then forging it into a pair of gauntlets on a copy of the save, and we'd see if the gauntlets actually did anything.

I'm doubting it, though. I'm kind of thinking that the Red Monster Sword might be hot enough to burn dwarves to death even if they have Dwarven Oven Mitts.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 01, 2012, 07:18:36 pm**

[Quote from: kefkakrazy](#) on March 01, 2012, 06:57:07 pm

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I'm doubting it, though. I'm kind of thinking that the Red Monster Sword might be hot enough to burn dwarves to death even if they have Dwarven Oven Mitts.

That was pretty much why I figured the best chance was a semi-melted dwarf in adamantine armor

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **March 01, 2012, 07:34:15 pm**

[Quote from: ThatAussieGuy](#) on March 01, 2012, 07:18:36 pm

[Quote from: kefkakrazy](#) on March 01, 2012, 06:57:07 pm

I wonder if that WOULD work. Should be easy enough to test, if anyone has the inclination; I would expect that creating a new material, a metal with the nether-cap zero heat properties, then forging it into a pair of gauntlets on a copy of the save, and we'd see if the gauntlets actually did anything.

I'm doubting it, though. I'm kind of thinking that the Red Monster Sword might be hot enough to burn dwarves to death even if they have Dwarven Oven Mitts.

That was pretty much why I figured the best chance was a semi-melted dwarf in adamantine armor

Maybe someone can run a test using Arena Mode and using hax to recreate Red Monster to see if it's possible or not?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 01, 2012, 11:58:48 pm**

I'm still wondering where the Red Monster sword even came from. Was it from a demon? Because that's the only explanation I can come up with but I haven't seen anything like that happening before.

The only other explanation is haxs.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 02, 2012, 01:33:19 am**

Pretty sure one of the overseers tweaked the files a bit so he could create something for people to talk about. Don't know who.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 02, 2012, 12:38:57 pm**

Dear all,

I'm still alive and working on it. Well, my netbook is working on it... I am currently trying to hunt down the Demons. They are locked in, and Marksdvarves are circling them. I wonder: is this a good idea or should I just leave them there so that not as many more spawn? What controls this demon spawning, anybody has experience?

I'm currently at some meeting in the middle of the Pacific, doing my share for global warming (or "intelligent defrosting"), and we have no WiFi, so everything is a bit... slow. Pics will be uploaded when I'm back due to bandwidth constraints.

Work on t' plumbin' fer t' water continues. Soon we be havin' sweet water doon in hell. And some sad basturd hae walled hissself in o'er the trade trap (depot). I be freein' him soon. Argh! 'twas just 'cause some twat hae locked t' door.

19th Felsite. We reclaimed t' farm area an ordered rebooildin' o't' farm! Fer noo, t' part o' t' hellfort inhabited by t' demonspawn be lost, prob'ly fer good.

10th Hematite. I ordered t' lads o' t' Gilded Fields tea goe an' peg t' Saffron Demon in t' hellfort proper wi' some bolts.

22nd Hematite. Woot! Another hit on t' luvmakin' luvchild, t' ne'erworldly one!  
[Spoiler](#) (click to show/hide)

26th Hematite. Taek t'is, demon-worshippin' sons o' t' mothers!  
[Spoiler](#) (click to show/hide)

Edit: Added pics. Finally

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 02, 2012, 08:15:41 pm**

[Quote from: gunpowdertea on March 02, 2012, 12:38:57 pm](#)  
What controls this demon spawning, anybody has experience?

[Quote from: gunpowdertea on March 02, 2012, 12:38:57 pm](#)  
What controls this demon spawning, anybody has experience?

[Quote from: gunpowdertea on March 02, 2012, 12:38:57 pm](#)  
What controls this demon spawning, **anybody has experience?**

I might be able to assist...

Demons spawn on map edges in groups like wild animals do on the surface. Generally though, they'll just sit on the map edge if there's nothing that gets their attention and will eventually depart the map.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 03, 2012, 12:30:30 am**

So glad we have a professor of demonology in this thread! :D

I myself chose to pursue my doctorate in Ill-Advisedery.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 03, 2012, 04:47:28 am**

[Quote from: kefkakrazy on March 03, 2012, 12:30:30 am](#)  
So glad we have a professor of demonology in this thread! :D  
I myself chose to pursue my doctorate in Ill-Advisedery.

**Professor?**

Oh no. My knowledge was from quite a practical experience. Oh yes. Quite practical indeed...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **March 03, 2012, 06:46:57 am**

I have a master's degree in architectural lust.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **March 03, 2012, 02:19:14 pm**

[Quote from: Mitchewawa on March 03, 2012, 06:46:57 am](#)  
I have a master's degree in architectural lust.

I have a Master's Degree in Dwarven Floccinaucinihilipilification. That's fancy-talk for knowing which dwarves you need to get rid of.



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **March 04, 2012, 12:11:18 am**

Quote from: Velard on March 03, 2012, 02:19:14 pm

Quote from: Mitchewawa on March 03, 2012, 06:46:57 am

I have a master's degree in architectural lust.

I have a Master's Degree in Dwarven Floccinaucinihilipilification. That's fancy-talk for knowing which dwarves you need to get rid of.

A Bachelor in Elephant Biology (graduate of Boatmurdered) and a Masters in Geothermaldynamics.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 04, 2012, 10:03:50 pm**

Quote from: Eoganachta on March 04, 2012, 12:11:18 am

Quote from: Velard on March 03, 2012, 02:19:14 pm

Quote from: Mitchewawa on March 03, 2012, 06:46:57 am

I have a master's degree in architectural lust.

I have a Master's Degree in Dwarven Floccinaucinihilipilification. That's fancy-talk for knowing which dwarves you need to get rid of.

A Bachelor in Elephant Biology (graduate of Boatmurdered) and a Masters in Geothermaldynamics.

I have a Apprentice-ship in advanced butchery.

And by that I mean a I'm being trained in DWARVEN COMBAT

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 04, 2012, 10:38:11 pm**

Well by your collective educational logic then, I have;

A Doctorate in Demonology,  
A Honorary Degree in Hidden Fun Stuff,  
A PHd in Fluid Redistribution (took me ages to think of that one),  
A Master's in Megaproject Engineering  
and...  
A Certification in Civilization Extinction.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **March 05, 2012, 03:59:37 am**

Quote from: ThatAussieGuy on March 04, 2012, 10:38:11 pm

Well by your collective educational logic then, I have;

A Doctorate in Demonology,  
A Honorary Degree in Hidden Fun Stuff,  
A PHd in Fluid Redistribution (took me ages to think of that one),  
A Master's in Megaproject Engineering  
and...  
A Certification in Civilization Extinction.

\*Claps slowly\*

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **March 05, 2012, 05:56:45 pm**

Well, I finished writing the prologue today, and I like it. I've decided I'm posting my fanfic on an episodic basis, you'll get it chunk by chunk. and

**VELARD'S READY. PUT HIM ON THE OVERSEER LIST!**

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **KenboCalrissian** on **March 07, 2012, 10:27:41 pm**

As long as we're claiming degrees, I'd like to claim a Masters in Diplomatic Combustion.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **March 07, 2012, 11:55:32 pm**

It's been 5 days, since gunpowder has updated (and since he's been online).

You still there?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 08, 2012, 02:57:54 am**

Yes, I'm there again. As I wrote: no wireless at hotel nor at workshop (+drinking with crazy scientists). I'll upload the next chunk today. I'm still quite jet-lagged (12 hours time difference, >24 hours travel)...  
Sorry for holding up this project so long.

One note: the rotting-feet-syndrome might bite us: I'll be losing two dwarves to that (in account of them not moving, nobody putting them into bed and / or feeding them).

Edit: and while we're at it, I did my PhD in Chaos.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 08, 2012, 03:28:42 am**

2nd Malachite. A pesant is taken by a fey mood. I be wunderin' what be on 'is mind. Prob'ly just too darn lazy tae work, the sod. Aaand 'e did laye claim tae a mason's waerkshop... It took 'im four days tae get 'is ingredients. He is noo workin' fooriusly on 'is sikkrit prodjikt.

An' he be done wi' 'is work!  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)  
It be dedicated to t' good o' craftsmen. It be soondin' risonable tae me.

1st Galena: Ooor armey be breedin' like t' ne'erhalls!  
[Spoiler](#) (click to show/hide)

15th Galena. T' daemon-wurshippin' basturds dinnae get t' messidj. I reckon they dinnae ken what be coomin' tae 'em.  
[Spoiler](#) (click to show/hide)

4th Galena. T' lads be blessed! One o' t' beasties frae t' ne'erbells hae been slayen!  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)  
Noo t' question be, wether t' bluid be deadly or nea. We need t' waterplumbing done, lads! (And mebbea t' magma: cast obsidian tea des-infect)

24th Galena. We be haevin' a ghost problem. Things gea missin'  
[Spoiler](#) (click to show/hide)  
and be destroyed.

11th Sandstone. Great. YAMM (yet another moody mason). Ho 'e'll be prodoocin' somthin' use-full.

13th Sandstone. T' ne'erspawn dinnae want tae come oop. It still be 'idin' away in t' looer regions. I try baitin' it sea t' lads o' t' Gilded Fields can shoot it deid.

Oh, and oor broker hae rottin' feet. He cannae move aboot.  
[Spoiler](#) (click to show/hide)  
. As has Tryrar  
[Spoiler](#) (click to show/hide)  
@ Mad Fool: You throwin' a tantrum dinnae help!  
[Spoiler](#) (click to show/hide)

OOC:  
I have slain the Assassin Bug and the Saffron Deamon in the upper level. Unfortunately the other two don't come up so that the marksdvarves can take pot shots at them. I put in some of our soldiers (geese) to lure them up. So far they are ignoring them. There's still a huge backlog of hauling to do... sucks. I wish we'd be getting immigrants so that I can start to expand the hellfort. It seems possible at the moment, because the waterplumbing is in a adamantine vein that is open to all and everything and nothing happens...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **March 08, 2012, 07:31:50 am**

\*tantrums\* WHO LET THE DOGS OUT?! Woof...woof...woofwoofwoof!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 08, 2012, 10:37:46 am**

Is That Aussie Dwarf okay? I vaguely recall hearing he was one of the group with rotten feet

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 08, 2012, 11:11:25 am**

Hm, it looks as if they recover really fast. All are up and running (well, slurching). So: yes, he is ok. We lost Maxwell Edison due to an Ambush lately and one other Dwarf got severely injured.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 09, 2012, 03:06:20 am**

Soo... we're now in winter, I won't get the plumbing done in time I guess. Somebody will also have to route water down there, preferably from the aquifer or the (second?) cavern level.

Oh, grate...  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)

18th Timber. The caravan fro' t' Moontainhome hae arrived.

22nd Timber. I should hae known, the snatchers sort o' pre-shadowed it: An Ambush! Curse Them!  
[Spoiler](#) (click to show/hide)

26th Timber. We hae been neglectin' our entrance. Somehow this lovechild o' a lovemakin' son o' a mo'er goblin made it thru!  
[Spoiler](#) (click to show/hide)

And several got killed by the Ambush  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)

What maedness is this?  
[Spoiler](#) (click to show/hide)  
What hae they doon? (I think this is the bypass somebody constructed earlier.. also note that the weapon traps on the entrance seem to be out of order... oops)

13th Moonstone. Traded some crap we stole frae t' demonworshippers tea t' Moontainhomes. Meh.

24th Moonstone. Almost done cleaning up the traps on the entrance. While a guid thin' tae forbid stuff, stuff stuffs up traps dinnae ye ken?

Look at t' demonspawn! Pegged wi' bolts, it be!  
[Spoiler](#) (click to show/hide)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 09, 2012, 09:39:12 am**

The winter went by fast. Nothing of note happened (sure, more ghosts rose, but nothing special). So here (<http://dffd.wimbli.com/file.php?id=5830>) is the save.

What I achieved: nothing much. Reclaimed the hellfort (well, much of it)  
[Spoiler](#) (click to show/hide)  
The demons are still sitting in the lower level. You can try luring them up with geese...  
[Spoiler](#) (click to show/hide)  
cleared some of the backlog of the hauling, started an aquaeduct. Control levers (see notes)  
[Spoiler](#) (click to show/hide)  
Beginning of the aquaeduct  
[Spoiler](#) (click to show/hide)  
Should connect in this direction...  
[Spoiler](#) (click to show/hide)

Good luck to the next guy! Take care of the open aquaeduct (so far no flying demons pathed here), and try to kill the Assassin Bug and the remaining Saffron Demon. The marksdvarves are currently on patrol. Try to get the hauling backlog cleared, especially the stone blocks need to be transported to the storage in the hellbunker and the aquaeduct. Block constructions are faster than raw stone. Also: make more bins!

Sorry it took me so long for the first half. I really enjoyed it...

Edit: corrected the link for the save to the DFFD one

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 09, 2012, 12:38:55 pm**

---

[Quote from: gunpowderte](#) on March 09, 2012, 09:39:12 am

Good luck to the next guy! Take care of the open aquaeduct (so far no flying demons pathed here), and try to kill the Assassin Bug and the remaining Saffron Demon. The marksdvarves are currently on patrol. Try to get the hauling backlog cleared, especially the stone blocks need to be transported to the storage in the hellbunker and the aquaeduct. Block constructions are faster than raw stone. Also: make more bins!

Sorry it took me so long for the first half. I really enjoyed it...

Welp, I'll get right on that then. You upload the save anywhere?

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte** on **March 09, 2012, 01:26:43 pm**

---

Yup... well... in principle, yes, though upload is stalled at the moment and I don't know what is wrong... ([http://ssv.prp.physik.tu-darmstadt.de/apache2-default/df\\_bilder/world1.zip](http://ssv.prp.physik.tu-darmstadt.de/apache2-default/df_bilder/world1.zip))

ok, should be good now.

New location <http://dffd.wimbli.com/file.php?id=5830> (<http://dffd.wimbli.com/file.php?id=5830>)

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 09, 2012, 01:38:43 pm**

---

I'm going to help out a bit here. Give me one moment; I'mma create a copy of that on DFFD for posterity.

<http://dffd.wimbli.com/file.php?id=5830> (<http://dffd.wimbli.com/file.php?id=5830>)

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 09, 2012, 11:09:17 pm**

---

Dortimus, 1st Granite, 775, Early spring.

Some Dwarves are born into greatness, and others have greatness thrust upon them... This is not one of those cases.

Some damned idiot named Krosan, who declared himself a "Duck herder" when he introduced himself. (Armok above... what this place does to some Dwarves...). He came up to me and said "HEE HEE! The old Overseer has finished his rule, Now it's your turn to be the Fool!" He accompanied that statement with a very odd quacking noise, and by flapping his arms around wildly. He continued after his Ducky Dance (his words), with "Gunpowderte has cut his losses, he has Krosan find the bosses!" It makes me wonder who picks these overseers, the last one had the right idea, he must have cut and ran right after he was done. And I think I can understand why.

So I guess I'm the new overseer here, at Deathgate... And I believe it's time for something decent, and military. Some precision drilling! Annoyingly enough, even though I've been here for sometime, I still need to learn the entire layout of this place. As soon as I can, I will make an arena, (or, if this hell hole has one, use it.) And start getting some shock troopers trained. I noticed we have TONS of Adamantine around, I think we should start putting it to use, in the bodies of Demons, to create blood. And, as if they knew I was coming, they captured a nice amount of Goblins as well. Oh sweet Armok how I HATE goblins. I cannot wait to see a blood drenched room of our finest warriors, with nothing but Giblets remaining of those savages. But in the great words of Captain of the Militia, Uzbok Izledorf, "quot;The urge to kill today, will grow into a Need to kill tomorrow."

End Journal, Dortimus.

(ooc: Gunpowder, you ain't got no dorf. Making it hard for me to make hilarity bro, You want one dorfed?)

I'll get working on it tomorrow, I'm tired as shit tonight.)

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mobotium** on **March 10, 2012, 04:51:49 am**

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I made a arena a while back, it should still be one of the hotkeys. If not, look for a area with fortifications a couple z-levels above the main stair way in the living area. Be free to expand it or whatever.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **March 10, 2012, 06:13:55 am**

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Nice so far Idort, I love it when we have really militant overseers, our military deserves attention.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 10, 2012, 06:28:50 am**

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I still love how every turn starts with "Thank Armok I'm the new overseer, the last guy was absolutely insane. Now here's how I'm going to inflict my own brand of lunacy on the place over the coming year"

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 10, 2012, 06:53:15 am**

Ok, since my last Dorf snuffed it (Maxwell Edison, who was stoopid enough to run out into an Ambush, only Armok knows why and he ain't gonna tell, ye ken), dorf me as Gunpowdertea with job description: Teadrinker and select me as a military leader (the British officers would be tea drinkers, eh?).  
Oh, and yes, there is an arena. Somewhere. You'll get used to that feeling ;P (though to be honest, if you stick to the three or four places that seem important to you, you can forget about the rest, this attitude lets you stay sane-ish).  
One of the reasons why I didn't want to train military is the heuuge amount of hauling that still needs to be done :shakes head in despair: and we'll be getting no immigrants, I think. The last one that arrived won the lottery. So expect to really stink up the place with miasma (cat butchering...) if you remove too many haulers.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 10, 2012, 09:39:09 pm**

Dortimus, 2nd Granite, 775, Early Spring

Well, journal, I have good news and bad news.

Here's the Bad news....

I DON'T KNOW WHAT IN THE LITERAL FUCK IS GOING ON. HOW HAVE I LIVED HERE FOR SEASONS AND NOT KNOWN HALF THE SHIT I DON'T KNOW SO FAR, HOW HAS THIS PLACE LASTED PAST THE FIRST 10 YEARS IS BEYOND ME, IF I COULD FIND THE GUY THAT MADE THIS FORT THE WAY IT IS, I'D TELL HIM WHAT A, ELVISH, MIASMA EMITING, VOMIT INDUCING, ROTTEN FOOTED, GOBLIN LOVING, KOBOLD LICKING, ALCOHOL ABSTINENT, TREE LOVING, HUMAN IMITATING, DEMON WORSHIPING, MAGGOT ADORING, BEARDLESS, BRAINLESS, TALL, BAT-FACED, USELESS SACK OF \*monkey brute\* SHIT THAT HE IS. ARMOK ALMIGHTY, AND HOLY SHIT.

OK, that felt good. Here's the good news:

I Found Gunpowdertea! Apparently he demoted himself to Captain of the Militia, The marks-dwarfs squad:  
[Spoiler](#) (click to show/hide)

'Gunpowdertea' Amostothlest has been quite content lately. She was angered by long patrol duty lately. She slept in a good bedroom recently. She was irritated by the sun lately. She dined in a legendary dining room recently. She was disgusted by a miasma lately. She has been annoyed by flies. She was caught in a snow storm recently. She is married to Ezum Cloudylances and has one child: Sarvesh Lowerconstruct. She is a worshipper of Mirmek Blockedhelpful and a worshipper of Lun. She is a follower of the Academy of Reason. She is a member of the Dark Masters of Wrath. She is the militia captain of the Death-demons of Wrath.

She is fifty-nine years old, born on the 21st of Malachite in the year 715. She has a clear voice. Her teeth are crowded. She has an angular chin. She is average in size. Her slightly flattened ears are extraordinarily broad. Her very long hair is braided. Her lips are slightly thick. Her copper eyes are slightly protruding. Her hair is pale taupe. Her skin is cinnamon. 'Gunpowdertea' Amostothlest likes lignite, electrum, bloodstone, creeping eye leather, the color lilac, large gems, chickens for their clucking and vultures for their patience. When possible, she prefers to consume prickly berries and tuber beer. She absolutely detests blood gnats. She has poor focus, an iffy sense for music, a poor kinesthetic sense and little patience. She is slow to anger. She occasionally overindulges. She is unassertive. She likes to try new things. She dislikes intellectual discussions. She is slow to trust others. She dislikes contracts and regulations. She doesn't go out of her way to do more work than necessary. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

And speaking of the Militia, I reformatted it to a way that I find usable: ( Note, not included is the melee specialists, I have not figured them out yet. But I will... Oh yes how I will.....)  
[Spoiler](#) (click to show/hide)

The Military of Rāshinod

1 squad, 8 soldiers, 6 active

Squad: 8/10 Marksdwarves

d: Disband squad

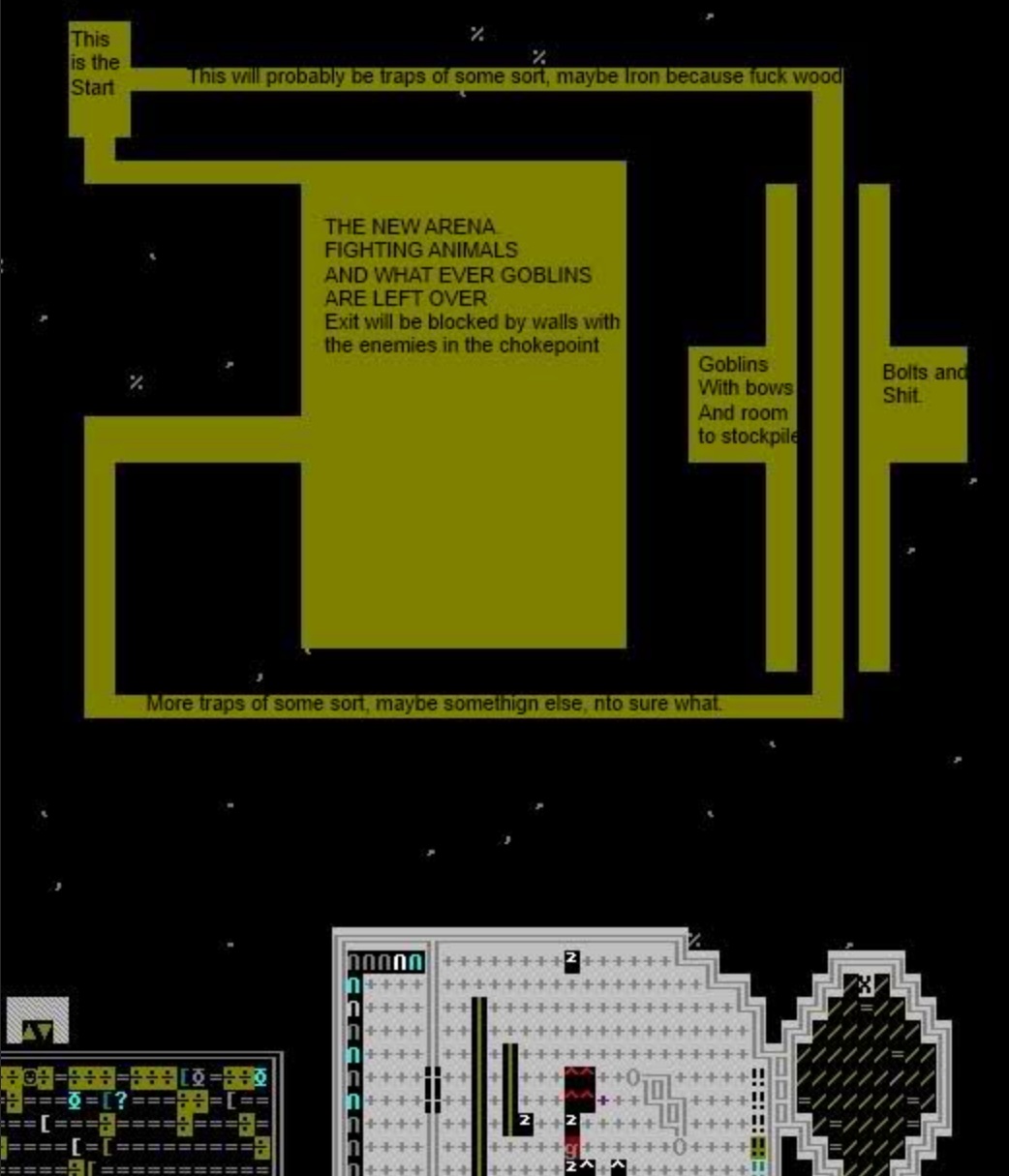
Patrol: Patrol Route

| SQUADS/LEADERS       | SQUAD POSITIONS             | CANDIDATES                  |
|----------------------|-----------------------------|-----------------------------|
| captain of the guard | 1. Rīsn Amstthlst, mlt cptn | Morul Udariden, Engraver    |
| militia commander    | 2. AVAILABLE                | 'Ouroboros' Mōrulîton, Cook |
| militia captain      | 3. Id Matulcog, Marksdwarf  | 'Blr th Brbrn' Ođgúbfkd, ml |
| militia captain      | 4. 'Krosan' Zngrnl, Dckhrdr | 'Sinpwn' Kathlnsh, mlt cptn |
| The Gilded Fields    | 5. Mafol Uzolthad, Mrksdwrf | Etur Rakustmeban, Miner     |
| militia captain      | 6. èzum Lunkûbuk, Marksdwrf | Ksooth Rigòthvîr, mayor     |
| militia captain      | 7. Dastot Lsdltst, Mrksdwrf | 'The Mad Fl' Ulâbshrst, Qck |
| militia captain      | 8. Monom Emalrntar, Farmer  | Tulon Ltstdl, Strnd Extrctr |
| militia captain      | 9. Eshtan Astsnth, Mrksdwrf | 'nmRytk I' Lktmng, Fndr's D |
|                      | 10. AVAILABLE               | Urdim Gomathlorbam, manager |
|                      |                             | Zulban Dastotùst, Miner     |

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition

ESC: Done 234689: Move selector s: Schedule

I have some preliminary plans for a "Danger course" of sorts, This is what I have planned So far (Notice, I also found the arena, but if this plan works, I may not need it.):  
[Spoiler](#) (click to show/hide)



By Armok I will usher in a New age for Deathgate. They will sing songs of my valor, And when my name is spoken, ALL ENEMIES OF THE BASEMENT OF MURDER WILL COWER IN FEAR, OF ME, DORTIMUS UZOLDGEL.

End Journal, Dortimus.

{ooc: yeah yeah, I know, 1 day. But I'm tired again tonight, so I'll just regale you with plans of the future, and I MIGHT get some good shit in tomorrow. I also wanted input on the Danger course, Not sure if it's treading too close to danger room territory or not, gimme input)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 10, 2012, 09:41:26 pm**

Good god, man, you're going to evade the danger room restriction by turning *our dwarves* into *goblin practice targets*?

holy shit

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **March 11, 2012, 12:33:04 am**

Quote from: kefkakrazy on March 10, 2012, 09:41:26 pm  
Good god, man, you're going to evade the danger room restriction by turning *our dwarves* into *goblin practice targets*?

holy shit

This approach is *nothing* if not dwarven.

You have my approval, sir. Just make sure everyone has shields.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte** on **March 11, 2012, 09:07:05 am**

"oh shit! We're going to die" (Rincewind)

The thing with the traps: This will either be useless (traps don't attack friendlies unless they pass out on them) or deadly (masterwork iron upright spikes). Unless the dwarves are all wearing "cotton candy" armor and the weapon material is much "weaker" (like copper?). It ventures close to "danger room" territory, but it is (probably) badass and deadly enough to avoid being an exploit. I especially like the goblin bowman practice area...  
Still: We're gonna die! (and won't get immigrants...)

Edit: and make sure you don't use masterwork mechanisms for the traps...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 11, 2012, 06:08:27 pm**

Quote from: gunpowderte on March 11, 2012, 09:07:05 am  
MASTERWORKS OH GOD THE HORROR

I agree, I might have to make the spears myself. For what better way to inspire the troops than to prepare their training firsthand!

And by that I mean, my untrained dorf will make the spears, probably iron though I will take requests. (except Goblinite.... I HATE Goblinite.)

But what about pressure pads linked to spear traps? I thought that they affect dorfs if I allow them to.

And if all else fails... I guess I COULD be boring and use levers...

But I have other plans... Like that bottom hallway.... Gonna either make it a SWIMMING SPEAR TRAP FILLED PIT OF MULAN INSPIRED DEATH.

OR, maybe a fat burner if I can figure out how to do that without toasting them.

OR something else.

Also going to implement a Pump gym somewhere to get my army buff and fit.

But yeah, I won't go through until I get a few opinions on if it's too danger roomy... I can always make the spears out of anything that's not weak sauce, like shit tier steel spears or something.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 12, 2012, 01:30:47 am**

I always felt like the dislike for danger rooms stemmed from the fact that training spears are effectively incapable of damage an armored dwarf.

I'm not prepared to speak for fortress founders like AnimaRytak, but for my vote, I *think* you could probably get by with something like this, *if* you took care to make sure whatever setup you build had its fair chance of murdering dwarves.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 12, 2012, 02:36:29 am**

Oh, yes, the pears linked to pressure plates would definitely work. I thought about "weapon traps". I think using -iron spears- (or something like this), while being not instant-deadly against our dorfs, have a fair chance of poking somebody's eye out. As they say: "It's always fun 'till somebody looses an eye. Then it's hilarious."  
I also like the fat-burning idea (to train a champion of Armok worthy of wielding The Sword...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 12, 2012, 03:42:09 am**

Unless the Red Monster is hot enough to melt *bone*...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 12, 2012, 02:32:02 pm**

Right, so it took me about... 30 minutes to get the miners mining what I want them to mine, so I'll set up the MEGA COURSE asap.

Got the military set up, found 8 brave Dwarven soldiers, May armok protect them.

They'll need it, Couldn't find any Dwarves with any military training that weren't important to the fortress.

I'll have an update tonight, maybe.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **March 12, 2012, 08:33:46 pm**

MOTHER OF ARMOK, what is this dwarven f\*\*ktastrophe you have made? Will we even have any dwarves left afterwards? They've proven time and time again that the military's survival rate is about -2% on a yearly basis!

Then again... anyone who survives boot camp should grow a third testicle and be ready to fight the demon hordes. Damned Assassin Bugdrones.  
And has dwarven science discovered anything new about Red Monster?

And finally, I'll be posting the Prologue and Chapter 1 of teh fanfic tomorrow. I hope. :P

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 13, 2012, 01:09:23 am**

Sorry for the delay in updating the first post. Got distracted by Mass Effect 3.

Spoiler (click to show/hide)  
Stupid ending was stupid.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **March 13, 2012, 01:28:51 am**

You should (probably) use iron weapons in the traps, I just looked at the numbers in the wiki (http://dwarffortresswiki.org/index.php/v0.31:Weapon) and steel will be much more deadly. Too deadly. Well, what a way to end a fort: inducing a tantrum spiral by using a boot camp... very dwarvenly!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 13, 2012, 09:05:08 am**

Quote from: AnimaRytak on March 13, 2012, 01:09:23 am  
Sorry for the delay in updating the first post. Got distracted by Mass Effect 3.  
Spoiler (click to show/hide)  
Stupid ending was stupid.

Spoiler: Mass Effect 3 was really awesome. But... (click to show/hide)  
Everything up to the lift was brilliant. Then the writer must've huffed paint

I fully endorse a training course designed to cripple and murder the vast majority of our fort's militia recruits, guaranteed that any who survive will be nigh-unkillable burnt-out psychopaths who don't give a damn about anything after watching their squadmates get cut to pieces.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 13, 2012, 09:30:09 am**



Quote from: ThatAussieGuy on March 13, 2012, 09:05:08 am

Quote from: AnimaRytak on March 13, 2012, 01:09:23 am

Sorry for the delay in updating the first post. Got distracted by Mass Effect 3.

Spoiler (click to show/hide)  
Stupid ending was stupid.

Spoiler: Mass Effect 3 was really awesome. But... (click to show/hide)  
Everything up to the lift was brilliant. Then the writer must've huffed paint

Spoiler (click to show/hide)



I'm praying to Armok that they release some kinda DLC to retcon that damn crap. If they don't, I don't think Mass Effect will be viable as a franchise.

On about Deathgate though, I'm all for some kinda Batarian SIU type training for our military. 18% Death rate is totally acceptable to make Dwarven murder machines.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 13, 2012, 10:48:44 am**

18%?! You should be happy with 90% fatalities from each training squad. The surviving dwarf should emerge relatively Legendary in combat and be nigh-unkillable. Do it right and just one dwarf will be a siege-killer.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 13, 2012, 01:38:45 pm**

Quote from: ThatAussieGuy on March 13, 2012, 10:48:44 am

18%?! You should be happy with 90% fatalities from each training squad. The surviving dwarf should emerge relatively Legendary in combat and be nigh-unkillable. Do it right and just one dwarf will be a siege-killer.

No matter the casualties, it must be done.

And on the plus side, totally not planned, Is that The Mad Fool gets a lot more training.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **March 13, 2012, 02:14:53 pm**

Quote from: Teh\_Idort on March 13, 2012, 01:38:45 pm

And on the plus side, totally not planned, Is that The Mad Fool gets a lot more training.

He'll be a legendary butcher in no time!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 13, 2012, 02:35:50 pm**

Quote from: Urist McDwarfFortress on March 13, 2012, 02:14:53 pm

Quote from: Teh\_Idort on March 13, 2012, 01:38:45 pm

And on the plus side, totally not planned, Is that The Mad Fool gets a lot more training.

He'll be a legendary butcher in no time!

This can only mean more Dwarven Cyborgs in Deathgate.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 14, 2012, 05:58:53 pm**

Dortimus, 12th Slade, 775, Spring

These damned miners... They haven't even started on my brilliant Training course. Damned useless miners... I've disabled everything but mining on a few of them, hopefully they'll actually start working.

- I've compiled a list of things that I'd like to complete this year, if not this season:
- Dig the Training Course already. Damned elvish miners, lazing around all day.
  - Make the spears if we don't have any.
  - Move the.. "Instructors" to their training room with their equipment.
  - ~~Make booze~~ (Already done)
  - KILL THE ELVES (If they arrive ( Goblins will do if no elves show up))
  - Reclaim the hell fort from the Demons (Optional, Create the demons into crafts or bolts or Potash.)
  - Be sure to restock the "Training dummies" after expending them in the Training Course.
  - Try to capture a Giant Cave Spider for it's webbing.
  - Try to use said webbing to catch Forgotten Beasts/ Demons for the Training Course.
  - Be sure to alert The Mad Fool that he'll have some of Deathgates Finest's wash-outs coming in for medical treatment following the

Training Course  
- Try to get the men training before Summer.

Hopefully, I'll be able to staff out the Course by Late Spring.

Armok willing, my dream will become a reality, and Deathgate will know the glory that is Dortimus' Army.

End Journal, Dortimus.

(Some boring ass shit going on, Blame the low FPS :( )

Anybody know if Goblins can use Crossbows? Do they have to be marksgoblins? Will it blend?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **March 15, 2012, 01:34:10 pm**

Quote from: Teh Idort on March 14, 2012, 05:58:53 pm  
Anybody know if Goblins can use Crossbows? Do they have to be marksgoblins? Will it blend?

Yes Goblins can use crossbows, but I'm pretty sure they won't pick up any new weapons if you've already disarmed them.

So if you have any goblins with crossbows already in their inventory, they'll use them. If you just have a bunch of disarmed gobbos standing next to a pile of crossbows, they'll never pick them up.

But I haven't tried it in a long time, so this all may have changed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **March 15, 2012, 04:42:30 pm**

Quote from: Teh Idort on March 14, 2012, 05:58:53 pm  
- KILL THE ELVES (If they arrive ( Goblins will do if no elves show up))

No no no, you have it all wrong. See, it's the humans we want to kill, and good thing too bloody demon worshipers and all. I'd say we should keep the elves around just in case we need bait or something. Or in case Hell is brought down and the humans destroyed. After all, things get boring once you kill all your enemies ;)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 15, 2012, 05:40:22 pm**

Quote from: scaliper on March 15, 2012, 04:42:30 pm  
Quote from: Teh Idort on March 14, 2012, 05:58:53 pm  
- KILL THE ELVES (If they arrive ( Goblins will do if no elves show up))  
No no no, you have it all wrong. See, it's the humans we want to kill, and good thing too bloody demon worshipers and all. I'd say we should keep the elves around just in case we need bait or something. Or in case Hell is brought down and the humans destroyed. After all, things get boring once you kill all your enemies ;)

Could I cage them and use them as GSC bait? I wonder...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 15, 2012, 06:31:59 pm**

We'll cage the elves, strip them naked, and install the cages in our new strip club.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **March 15, 2012, 07:29:06 pm**

Quote from: AnimaRytak on March 15, 2012, 06:31:59 pm  
We'll cage the elves, strip them naked, and install the cages in our new strip club.

Eyurgh, who'd wanna look at that? Just commission some statues, they'll last longer.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 15, 2012, 08:35:07 pm**

Quote from: Blade Master Model 42 on March 15, 2012, 07:29:06 pm  
Quote from: AnimaRytak on March 15, 2012, 06:31:59 pm  
We'll cage the elves, strip them naked, and install the cages in our new strip club.  
Eyurgh, who'd wanna look at that? Just commission some statues, they'll last longer.

Ya never know. There's some real sicko's in Deathgate. Some people like those hairless, skinny creatures.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 15, 2012, 10:35:11 pm**

Quote from: AnimaRytak on March 15, 2012, 08:35:07 pm  
Quote from: Blade Master Model 42 on March 15, 2012, 07:29:06 pm  
Quote from: AnimaRytak on March 15, 2012, 06:31:59 pm  
We'll cage the elves, strip them naked, and install the cages in our new strip club.  
Eyurgh, who'd wanna look at that? Just commission some statues, they'll last longer.  
Ya never know. There's some real sicko's in Deathgate. Some people like those hairless, skinny creatures.

Especially marinated in a sunberry sauce

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Vahir** on **March 16, 2012, 02:54:08 pm**

Whatever you do, capture and breed the elves so as to have a plenty full supply of entertainment.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **March 16, 2012, 03:07:56 pm**

Can you actually breed elves? I've only ever kept them in cages. I've never had free-range elves, so I've never tested it.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 16, 2012, 05:55:22 pm**

Hmm. There's a challenge for Deathgate, Elf Farm.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 17, 2012, 11:53:47 pm**

Dortimus, 13th Hematite , 775, Summer

MY DREAM, IT IS TAKING FOREVER. In the mean time, I believe Deathgate's finest squad, The Bells of Wilt, will bathe in blood for the first time, we fight together in the Arena.

If my men could ever get their gear together.... It's taken them almost a month to gather up their arms, let alone fight and train. I'll need to re-configure the stockpiles I think... Whoever put the gear stockpiles didn't think to gather all the gear still at the entrance of the fortress.

Mitchewa got scared by a wolf near the entrance while trying to put things away. I have half a mind to get the butcher working on all these stray animals we have in the halls. But when the Bookkeeper gave me the Ledger.... we happen to have a lot of animals.

End Journal, Dortimus.

(Urgh, I haven't been able to play much, and I blame Civ5. Sorry guys, I'll try to have a substantial update tomorrow, If the Bells of Wilt gather their Equipment in time.)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 21, 2012, 12:07:40 pm**

Bumpin' DG.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 22, 2012, 12:26:57 am**

Ugh, Bad news.

Save got corrupted, not sure how. I try to load it and it crashes to desktop almost immediately.

That's moderately depressing.

Anybody know what that might be? There's no error screen, just says "not responding" and then it crashes out.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 22, 2012, 12:29:08 pm**

Kind of odd. When does it start doing that? When it tries to load the save?

I wonder if it's something silly.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 22, 2012, 08:43:28 pm**

Deathgate's madness has been corrupting the save a bit, but it hasn't FUBAR'd the save until now. If you want to restart from the last save you can, or you can pass. Hopefully it doesn't happen again.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 22, 2012, 09:14:36 pm**

Quote from: AnimaRytak on March 22, 2012, 08:43:28 pm

Deathgate's madness has been corrupting the save a bit, but it hasn't FUBAR'd the save until now. If you want to restart from the last save you can, or you can pass. Hopefully it doesn't happen again.

When you gaze into the abyss, it looks back at you... and corrupts your savegame just to taunt you mercilessly.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Teh\_Idort** on **March 23, 2012, 01:04:31 am**

Quote from: AnimaRytak on March 22, 2012, 08:43:28 pm

Deathgate's madness has been corrupting the save a bit, but it hasn't FUBAR'd the save until now.

Son of a bitch.

To be honest, I'd love if you passed me for now, You know that feeling when you write up an essay and your dog yanks out the power cord 3 words from the end and then you have to reformat your PC because of some messed up shit and you can't salvage the HD and you have to write up a whole other essay in less than 3 hours because of your dog?

Well it isn't that bad of a feeling, but it's pretty bad. I'll take up another turn later.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **JoshBrickstien** on **March 23, 2012, 04:52:02 pm**

I'm afraid I'm no longer able to do this, sorry. Best of luck, everyone!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **March 23, 2012, 06:02:29 pm**

Quote from: AnimaRytak on March 22, 2012, 08:43:28 pm

Deathgate's madness has been corrupting the save a bit, but it hasn't FUBAR'd the save until now. If you want to restart from the last save you can, or you can pass. Hopefully it doesn't happen again.

Actually it happened to me; it'd crash after a certain time every time I tried to play. So I got near the point of crashing, saved and exited, played for a few seconds, repeat. Eventually I got past the crash-spot and I went along without incident.



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 23, 2012, 11:15:22 pm**

Quote from: JoshBrickstien on March 23, 2012, 04:52:02 pm

I'm afraid I'm no longer able to do this, sorry. Best of luck, everyone!

I think Deathgate has reached into intimidating people of the World.

\*shudder\*

(joking man)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **March 23, 2012, 11:30:56 pm**

I'd like to take another turn if that's alright. I will see my BATTERY finished and important projects ignored in favour of personal ego!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **blarg552** on **March 24, 2012, 06:51:23 pm**

I'd like to be made dwarfy if possible!  
Name: Blarhg  
Job: Any  
Occupation: Handicapped Jester

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Dariush** on **March 28, 2012, 03:18:24 am**

Wow, for like half a (real) year I've been quietly sitting at the bottom of the turn list with -- at my name and *suddenly* my turn came up. o\_0 Oh well, there can never be too much madness. I'll get to it tomorrow. Does anybody want me livestreaming the playthrough? (though check my posting times on my profile. I won't be able to livestream when I'm offline (well, duh), so your timezone may prevent you from witnessing the MAJESTY OF CHAOOOOOOOOS)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 28, 2012, 04:13:47 am**

Quote from: Dariush on March 28, 2012, 03:18:24 am

Wow, for like half a (real) year I've been quietly sitting at the bottom of the turn list with -- at my name and *suddenly* my turn came up. o\_0 Oh well, there can never be too much madness. I'll get to it tomorrow. Does anybody want me livestreaming the playthrough? (though check my posting times on my profile. I won't be able to livestream when I'm offline (well, duh), so your timezone may prevent you from witnessing the MAJESTY OF CHAOOOOOOOOS)

I could totally get behind that.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Fabubutt** on **March 28, 2012, 06:11:53 am**

Are we still Dorfing people?

Because I totally just signed up for the forums just to be dorfed.

I'd like to be something silly and superfluous, like a wrestler! X3

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **MrGrau** on **March 28, 2012, 06:13:40 am**

Quote from: Dariush on March 28, 2012, 03:18:24 am

Wow, for like half a (real) year I've been quietly sitting at the bottom of the turn list with -- at my name and *suddenly* my turn came up. o\_0 Oh well, there can never be too much madness. I'll get to it tomorrow. Does anybody want me livestreaming the playthrough? (though check my posting times on my profile. I won't be able to livestream when I'm offline (well, duh), so your timezone may prevent you from witnessing the MAJESTY OF CHAOOOOOOOOS)

Good god.  
We could see the chaos that is Deathgate... LIVE!  
I'm completely for that idea

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **March 28, 2012, 07:43:46 pm**

Should do something even more epic, like open up a chat with other Deathgaters. We could watch and comment, would be hilarious!

If I'd thought about it I'd have done something like this for my game when shit hit the fan.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Dariush** on **March 29, 2012, 04:02:06 am**

Uh, ~~gunpowderteasave~~'s save link gives me a 404 error and the OP links to kefkacrazy's save. What should I do?

Er, nevermind.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Vahir** on **March 29, 2012, 05:25:49 am**

I wait for a month for my turn, forget about the whole thing, and up getting skipped.

\*Vahir has a horrible fell look!!\*

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **March 30, 2012, 03:31:58 am**

Quote from: Dariush on March 29, 2012, 04:02:06 am

Uh, ~~gunpowderteasave~~'s save link gives me a 404 error and the OP links to kefkacrazy's save. What should I do?

Er, nevermind.

Whoopse, my bad.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Dariush** on **March 30, 2012, 01:07:22 pm**

Fun fact: did you know that tomorrow comes... tomorrow?!

Quote from: Dariush on March 30, 2012, 01:07:22 pm  
Fun fact: did you know that tomorrow comes... tomorrow?!

Not true, because tomorrow is always a day away.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **March 30, 2012, 10:44:38 pm**

So what's happening with Deathgate?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Dariush** on **March 31, 2012, 09:28:28 am**

The game ran for a bit at 14-15 FPS, then dropped to 8-9, then crashed. That was about two months in, so I don't want to redo all that. Looks like Deathgate doesn't want me as the overlord. :( In other words, skip me.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **March 31, 2012, 11:07:59 pm**

So. *It has come this.*  
  
Once again, I am asked to step into the role of Fortress Overseer for the Hell-fort, Deathgate.  
  
The timing could be better, I must admit, as I have a math test this coming week, but I can't pass up an opportunity to man this disaster again.  
  
I'll have an update by tomorrow at the latest.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **April 01, 2012, 05:22:32 am**

Hopefully DG can keep going despite the numerous save corruptions floating about.  
  
Worst case scenario I'll have to RP the save game corruption into Cthulu coming back and swallowing all of existence, but that still seems less epic than what Deathgate deserves.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 01, 2012, 07:46:58 pm**

Just RP it as the demons tearing reality asunder as a last-ditch effort to destroy the place.  
  
Leaves a nice segue involving reality *resetting* itself in the form of a Deathgate II: Oh Fuck Vampires Everywhere Edition.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **wlerin** on **April 01, 2012, 08:03:37 pm**

Oh noes, it's almost that time again. ! D:

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 01, 2012, 08:58:20 pm**

No it isn't! Hold yer damn horses gentlemen.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 01, 2012, 09:46:54 pm**

Double posting cause this shit's important. I keep trying to download the save and it keeps saying 404. Halp?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 01, 2012, 11:59:30 pm**

Gunpowder's a dork and didn't upload to DFFD, he uploaded to some other host, which appears to have dropped the file.  
  
<http://dffd.wimbli.com/file.php?id=5830>  
  
Going to recommend that until someone successfully completes a year the OP's download link gets updated with this one rather than Gunpowder's.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte**a on **April 02, 2012, 03:30:53 am**

Hmpf. I don't know where the files went. I'll try and upload them *again* + go and find the admin of the machine and slap him across his face with a swordfish... it sucks when "new" people do your old job and think they can purge stuff they don't know about, lovemaking lovechilds, the misbegotten ones that they are, lovemaking netherworld! (I try to reduce the amount of swearing)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 02, 2012, 10:13:27 am**

Gunny, the link I posted is a mirror of your upload except on DFFD, you don't have to worry about reuploading <\_<

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 02, 2012, 01:52:09 pm**

3rd Granite, 775:

I have come to the hell fortress, Deathgate, hoping to loot this tomb of a mountain, and it's treasures, for my own. Imagine my surprise when, as I reached the lower levels, where it seems anything of value is kept, I found living dwarves! I'd heard tales of ghosts and demons, yes, but few believed that anyone could be living in this hole. In fairness, I knew I was getting close to the fort when I began to pick up the smell of death. Traders come but don't return. What would you expect?

The citizens of Deathgate, such as they were, were less surprised than I when I ran into them. They simply told me that there was hauling to be done, and set me to work. After a few frustrated minutes of questioning, I managed to get one of them to accompany me on my rounds, that he could show me the most important parts of the fortress.

Apparently, the top levels aren't in use anymore. Everything is done just above hell. I don't know that I see the wisdom in keeping so close to demons, but I suppose it means a shorter walk to the workshop.

It seems that aside from trade goods, the most abundant things in Deathgate are goblins and corpses. I was shown into the hellbunker (I needed to see such a thing with my own eyes, after all), and the way down was strewn with coffins, not a single one unoccupied. Worse still, when we reached the bunker, dead militia dwarves were seen around a different room filled end to end with coffins. I heard another dwarf calling for more to be set up, to accommodate the last bunch of casualties.

Even more strangely, there are about as many caged goblins living in Deathgate as dwarves! It's nothing if not bizarre. But it gets stranger still.

Apparently, the fortress is in need of an overseer. And, as I am apparently a piss poor hauler, the dwarves seem to think I'd be better off leading. I don't know what kind of logic that is, but there you have it. I came to make off with a few trinkets, and swiped a mountain. I suppose the first thing to do is try to get their military up to snuff...

OOC: Okay, things aren't as horrible as I expected. I've got close to 15 FPS, and aside from the agonizing amount of time it's taking to set up coffins for our little grave-stuffers, things are alright so far. Maybe it's because I've had two runs with it already, but for the most part, things aren't too nuts.

I have a few goals in mind for Deathgate, primarily cleaning up, getting the military up to snuff instead of getting snuffed, and see about drawing migrants back to the fort, because we need them.

Just one question: Where is the barracks?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 02, 2012, 09:58:06 pm**

If there was a barracks in the Hellbunker, I think it got melted by one of the fire demon groups I let through into that area. I KNOW that a booze stockpile got exploded and Mitchewawa's bedroom, silver furnishings and all, got melted.

Are there any demons left in the Hellbunker or is it now secure?

If the DUCKOTRON is reclaimed, I hereby demand that you throw the lever and do a drop.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 02, 2012, 10:06:33 pm**

Quote from: kefkakrazy on April 02, 2012, 09:58:06 pm

If there was a barracks in the Hellbunker, I think it got melted by one of the fire demon groups I let through into that area. I KNOW that a booze stockpile got exploded and Mitchewawa's bedroom, silver furnishings and all, got melted.

Are there any demons left in the Hellbunker or is it now secure?

If the DUCKOTRON is reclaimed, I hereby demand that you throw the lever and do a drop.

Nah, there are at least two in the section with the DUCKOTRON. Obviously, we need to prepare before facing the demons again.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 02, 2012, 10:10:39 pm**

Last I heard, the barracks was assigned to one of the racks in the bedroom level of the bunker. Or something like that. Also, since we have so many goblins, one of my favorite ways of training recruits is to set them up in armor and a wooden training weapon, putting them in a sealed room with a couple caged and stripped goblins, pulling the lever, and waiting for level 5 or so in everything. After that, fun things with armed goblins and/or the obstacle course.

PS: If we could wait for the humans to show up, surround the depot with cage traps, at least 7 deep, and then turn the archers on...

Just a thought. Demon-worshipping training-dummies. What could be better? Heck, it might even serve to get them pissed enough to declare war!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **April 03, 2012, 03:08:53 am**

1) Re: save and uploading: yeah, I know. I changed the links in my post to point to the DFFD version. I still need to reupload the pics and change all of the links... and find a swordfish to hit the new admin with.

2) I reclaimed a lot of the hellbunker, the duck-o-tron is save(ish), as is the path to it, though I removed the pen/pasture zone on top of the drawbridge so that the geese and ducks could claim the nest boxes and breed. When I left DG, there were no demons to be seen outside the hellbunker (there are still the Assassin Bug Fiend and one or two Saffron Demons in the courtyard, they cannot reach you though). Unfortunately the demons are sitting in a lower level of the hellbunker where you have a hard time to reach them with archers. Probably build something to cave in the floor above on them and then obsidianise the area to get rid of the blood / extract / dust / dunno.

3) catching the humans and using them as training dummies: great idea! I drowned them when they were visiting last time. It might be difficult to catch them as they are considered "friendly" by the game (not by us, though). What really is missing is a button to declare war on other civs!



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **PsychicKid** on **April 03, 2012, 09:32:34 am**

\*wanders in from page 25ish\*

Just a heads up, all of noodle's pics from like 9 months ago are broken because they're hosted on Photobucket. Does anyone have them still lying around and can upload them to a better source like imgur? It pains me that I can't see such large swaths of gameplay.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 03, 2012, 09:59:31 pm**

21st Granite: I was introduced to the military today. It was, for whatever reason, set up as two 10 dwarf squads, and a straggler in another squad. I took valuable time out of my day to restructure the military into (mostly) two dwarf squads. This should maximize training.

2nd Slate: Or not. The dwarves just are not heading to the barracks that I designated after my last entry. I can't imagine why this would be. In other news, that room that was designated to be mined out by the previous overseer near the huge ammo stockpile is done. I've made plans to convert said room into a training arena, as it's easily sealed,and has interesting wall indentations which are easily converted into goblin cage holders. Once we get them out of recruit status, I can pit them against the gobbos, and they can learn how to really fight.

8th Slate: After a thorough search, I can not find what seems to be obstructing the militaries path the barracks. I can only be forced to conclude that, at some point, training schedules were set in such a way that military dwarves were *not* locked in a room until they were Legendary Fighters. Bunch of whack jobs, obviously.

16th Felsite: Finally got a couple of the dwarves to spar. Both recruits, but hopefully they can learn something while they fight. I also engraved a floor plan of the barracks, such as it is, ammo stockpile and the proto-arena, which has a drawbridge for a gate now, at the very least. We've already started moving goblins in.

OOC: Having no haulers is ridiculous. More vexingly, it appears that the building menu isn't recognizing the vast majority of the goblins. Also, I'm not drowning or capturing the filthy humans. Instead, I am going to export a ridiculous amount of trade goods, and hope some good old dwarven greed gets us more able bodies.

Probably not though, since you guys seem to love getting our entire military torn to shreds, with civilians being decapitated on the side. If nothing else, maybe the next guy will end up with some migrants, who knows?

And there are totally two demons in the hell bunker, and that is some other poor sap's problem. I have a civilization to rebuild.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 03, 2012, 10:10:22 pm**

I honestly love how every year ends and starts with

|                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: Current Overseer                                                                                                                                   |
| Quote from: Previous Overseer                                                                                                                                  |
| I've got everything stable, just keep doing what I've set up and the fort will prosper                                                                         |
| What the last guy did was insane and indiscernible. Here's my glorious scheme to bring the fort out of the dark ages that will probably only get half-finished |

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 03, 2012, 10:21:36 pm**

I think that's pretty much every community fortress. Everyone has their own vision for the place.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 04, 2012, 01:26:26 am**

The, uh. "No haulers" thing is at least partly my fault, I did some dicking around with labors in order to force dwarves to do things I deemed more important.

Like WALLING OFF THE GODDAMN HELLBUNKER SO THE DEMONS DIDN'T ESCAPE.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 04, 2012, 02:26:10 am**

|                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: kefkakrazy on April 04, 2012, 01:26:26 am                                                                                                          |
| The, uh. "No haulers" thing is at least partly my fault, I did some dicking around with labors in order to force dwarves to do things I deemed more important. |
| Like WALLING OFF THE GODDAMN HELLBUNKER SO THE DEMONS DIDN'T ESCAPE.                                                                                           |

GET BACK TO WORK ON THE WAAAAALLS!

....sorry, don't know what came over me there.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Ahra** on **April 04, 2012, 05:08:03 am**

eeh, i stopped reading at the first massive clown induced slaughter thinking this died, HOW IS THIS STILL ALIVE? A PACT WITH ARMOK?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **April 04, 2012, 06:40:41 am**

|                                                                      |
|----------------------------------------------------------------------|
| Quote from: kefkakrazy on April 04, 2012, 01:26:26 am                |
| Like WALLING OFF THE GODDAMN HELLBUNKER SO THE DEMONS DIDN'T ESCAPE. |

You did your job well. Though if the demons had left by now we could reclaim the lower courtyard... on the other hand: there don't seem to be (flying) demons around at the moment, so expanding the upper levels of the hellbunker could work.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 04, 2012, 10:11:15 am**

Heh.

I was in a panic reaction at that point; I knew that the assassin bug would probably go through the rest of our military like they were made of toilet paper, and partly due to MY OWN EFFORTS there were actually about three alternate routes from the occupied area of the Hellbunker to the fortress heart that I simply hadn't noticed. I had actually tried sealing off the fortress BEFORE I tried my grand "Reclaim the hellbunker entrance" scheme, but the extra entrances made that fail miserably, and it wasn't until Saffron Demons were pathing in that I realized we had the extra entrances.

I came *this* close to completely walling off the hellbunker in a panic reaction at a level above the magma sea.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **blarg552** on **April 04, 2012, 08:24:59 pm**

Have I been dorfed?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 05, 2012, 12:36:17 pm**

Hey, Blademaster. Is there a child dwarf named Tiny Tim (and/or a baby dwarf named Lashidang) anywhere in the fort? I seem to remember Tiny Tim got killed off but I don't know who killed him, and I'm wondering if Idort's save corruption means Timmy survived.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **April 05, 2012, 01:45:22 pm**

How many dwarfs are left in Deathgate at this point? It seems like ages since we had any migrants mentioned.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 05, 2012, 02:22:49 pm**

I had like two migrants during my reign.

I left the fort with sixty-odd dwarves, several of which were children, babies, or cripples. (Not that crippling injury really bothers Deathgate dwarves...)

I can't imagine Gunny got too many migrants either.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **April 05, 2012, 03:40:01 pm**

Tiny Tim died under my reign. He rushed into the hellbunker while I was trying to replace an easy to break door with a wall. I don't know what he was looking for as everything was forbidden down there, so the Assassin Bug Fiend got him. Messy.

Migrants: No, not even one... we could really need the haulers to haul stone block bins downstairs for the expansion of the hellfort.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 05, 2012, 04:29:42 pm**

\*sniff\* poor timmy

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 06, 2012, 01:21:58 pm**

Small update, it's been a busy week.

22nd Hematite: Found the dead body of a miner in one of the walls. I had the wall torn down and the miner buried, to appease the ghost. I'll try to do something about the others too, there are a lot of restless souls around here. Considering we're occupying hell, it makes sense, I suppose.

27th Hematite: A couple of ghosts are hanging around the barracks. It's creepy, but training isn't slowing from it's previously established glacial pace. We have ten fighters at recruit status, and 2 axedwarves. The rest are marksdwarves.

1st Malachite: Some idiot made an artifact amulet. I was excited right up until I heard the phrase "Throw it on the pile."  
Deathgate has an unbelievable wealth of artifacts. It's a little ridiculous. I'm sure no one will notice if I take a few with me when I leave...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 06, 2012, 04:28:12 pm**

Please Re-dorf me, Iggy McNatz III (I believe) dedicated hauler.

I'll also toss my hat in the ring, provided I can run the save. I'll check tonight.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **April 07, 2012, 03:48:47 am**

May I ask how my dorf is?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **April 07, 2012, 08:27:01 am**

So my turn was close to 7 years ago. Did anyone end up linking up the adamatine spikes to a lever? Because that was the closest we had to a proper defence since, like, ever.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 07, 2012, 04:02:40 pm**

Mitch, the adamantine spikes are, as far as I'm aware, part of the occupied zone.

In fact, the great Invasion near the end of my turn was caused by such; one of the previous overseers ceded that whole entryway zone

(to the left of the Hellfarm) to a mokey demon named Hoodwinked, and my attempts to dislodge him, to capture that entryway again so the spikes could be hooked up, and to build the DUCKOTRON all ended in demons rampaging through the fort for a little while.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Mitchewawa** on **April 07, 2012, 07:42:55 pm**

Hahaha. I guess Eldes **really** should've linked those spikes.

[Spoiler](#) (click to show/hide)  
[Quote from: Eldes on January 11, 2012, 05:13:47 pm](#)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 07, 2012, 10:31:09 pm**

[Quote from: NRDL on April 07, 2012, 03:48:47 am](#)  
May I ask how my dorf is?

What's his name again?

[Quote from: ignatzami on April 06, 2012, 04:28:12 pm](#)  
Please Re-dorf me, Iggy McNatz III (I believe) dedicated hauler.

I don't think we have any dedicated haulers free. Want a kid?

[Quote from: Urist McDwarfFortress on April 05, 2012, 01:45:22 pm](#)  
How many dwarfs are left in Deathgate at this point? It seems like ages since we had any migrants mentioned.

Meant to answer this last time. We have 57 bearded bastards running about. 14 are children.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **April 07, 2012, 11:34:45 pm**

Um....might be Baelor. I think. Not even I can keep track of it, anymore.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 08, 2012, 01:11:52 am**

How many Baelors can we kill? Let me count the ways.

I'm proud to have at least gotten one.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **tryrar** on **April 08, 2012, 05:49:23 am**

so, how's my dorf doing? Assuming he's still alive as I've not heard anything to the contrary...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **April 08, 2012, 10:02:04 am**

Oh yes, how is The Mad Fool doing? Is he still covered in blisters?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 09, 2012, 02:22:26 am**

Without having goblins attack or screwing around with the hellbunker, it's been a fairly quiet year in Deathgate so far. Now that I've said that, the volcano will probably erupt or hell will spawn creatures capable of destroying walls or some similarly impossible nonsense.

15th Galena: Human Caravan arrived. Naturally, I immediately summoned a chunk of our wealth of trade goods to the Depot. Even more naturally, only a few dwarves volunteered to actually haul goods. It's enough to make a dwarf weep.

26th Galena: Trading still hasn't happened. I appointed one of the Militia Captain's to the broker position, purely as a figurehead position, but he was nice enough to draw up an estimate of the fort's material wealth. No wonder no dwarf wants to come here: We don't export nearly enough!

20th Limestone: Looks like I can't do anything about it for now: The humans left before I could get a dwarf into the Depot to trade. As a sidenote, the arena is almost complete. I'll need to double check that the goblins aren't armed, but once that's dealt with, we can get down to a good old fashioned dwarven training session. We have 3 dwarves who are neither recruits or marksdwarves, and that's unacceptable. We need beards capable of holding a line!

Requested Dorf reports: Tryrar's feet are blistered, but he's content.  
The Mad Fool's feet are also blistered, but he's ecstatic.  
Baelor's feet are blistered, but he's alive and training. SLOWLY. He's still a recruit.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **April 09, 2012, 02:47:06 am**

Yay! Baelor is still alive! And in the Grand Armee!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 09, 2012, 11:35:07 am**

[Quote from: Blade Master Model 42 on April 07, 2012, 10:31:09 pm](#)  
[Quote from: ignatzami on April 06, 2012, 04:28:12 pm](#)  
Please Re-dorf me, Iggy McNatz III (I believe) dedicated hauler.

I don't think we have any dedicated haulers free. Want a kid?

Sure!

Also, I can run the save, at at moderately good FPS. I'll take a second turn, see if I can't keep up afloat another year. We're still on 31.25 correct? Has anyone tried the save in the latest version?



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 10, 2012, 12:57:00 am**

I am something like 99.5% certain that the 34.01 update represented a save compat break. So if we do do a new-version Deathgate it'll have to be a Deathgate II.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 10, 2012, 01:14:07 am**

Quote from: kefkakrazy on April 10, 2012, 12:57:00 am  
I am something like 99.5% certain that the 34.01 update represented a save compat break. So if we do do a new-version Deathgate it'll have to be a Deathgate II.

That it did. 31.25 saves aren't compatible with 34.xx

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 10, 2012, 02:16:06 am**

Quote from: ThatAussieGuy on April 10, 2012, 01:14:07 am  
Quote from: kefkakrazy on April 10, 2012, 12:57:00 am  
I am something like 99.5% certain that the 34.01 update represented a save compat break. So if we do do a new-version Deathgate it'll have to be a Deathgate II.  
  
That it did. 31.25 saves aren't compatible with 34.xx

Figured. There's your answer, Ignatz.

On the OTHER hand, we seem barely able to keep the place afloat as it is; I want to see what we do with vampires in the new version once we finally run Deathgate through the ground and out the other side.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **tryrar** on **April 10, 2012, 07:46:50 am**

On that note, whenever we DO do deathgate 2, I call dibs on turn 3. It was fun doing turn 7, but I want to do an earlier turn to REALLY make my mark since my magma hallway kinda fizzled(I think next time I'll do something with pumps, an obsidianizer maybe?)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 10, 2012, 11:38:47 am**

I'd like Deathgate II Turn 2, real early!

As for Deathgate I, I'm going to try to re-take Hell, and finish the migration into Lower Deathgate.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 11, 2012, 02:54:08 am**

6th Sandstone: Found some more walled up dead bodies today. I can only guess as to how long these poor dwarves were left to rot. The bodies had completely rotted away. I barely smelled death as they were carried to coffins.

Or maybe I'm just used to the stink that permeates every corner of this place.

27th Sandstone: Had several goblins come face to face with our militia in the arena today. Bizarrely, one managed to escape before the gate rose, but he was caught and beaten/shot/chopped to death. So, that all appears to be well and good. Obviously, outnumbered goblins aren't a realistic battle scenario, but these dwarves obviously lack in battle experience. One dropped a priceless adamantine axe for goodness sake!

6th Timber: Evaluated Military skill levels. Happily, only four are at the recruit level. Obviously we won't have any Lords or Masterclass dwarves by the end of the year, but this is a step in the right direction. I plan to reset the arena soon. Very, very soon.

8th Timber: A dwarf made a statue from adamantine today. I wish I knew how to work the stuff. But goodness gracious is the statue morbid. Life in Deathgate would be better if it wasn't so morose. With all this wealth, these dwarves should be happy all the time. I should be happy running this place, even in it's current state. After all, I could buy my hometown 10 times with the wealth of Deathgate. Why am I not happy?

13th Timber: Dwarven Caravan arrived today. Hopefully, we'll get some trading done.

Notes: Dorfed Iggy Mcnatz the third, he's ten now. Also, coming up on the end of my turn, should be done by tomorrow or the day after at the latest. Then you guys can get back to throwing our military into industrial equipment and stuff.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **April 11, 2012, 03:05:24 am**

Is Baelor one of the slow, poor recruits?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 11, 2012, 04:37:00 pm**

Quote from: Blade Master Model 42 on April 11, 2012, 02:54:08 am  
Notes: Dorfed Iggy Mcnatz the third, he's ten now. Also, coming up on the end of my turn, should be done by tomorrow or the day after at the latest. Then you guys can get back to throwing our military into industrial equipment and stuff.

I'm 10, I'll take it! I approach the cusp of Dwarven manhood in a charnel house! My swaddling clothes stank of death and the fetid breath of the underworld! I was diapered in adamantium! I sleep on the cold floor of the Hell Bunker!

Am I good at anything? Or typical kiddie "dabbler" grower?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **April 11, 2012, 05:23:26 pm**

Quote from: Blade Master Model 42 on April 09, 2012, 02:22:26 am  
The Mad Fool's feet are also blistered, but he's ecstatic.

Of course he's ecstatic! He's got demon blisters he can experiment on! And without any of that pesky screaming that happens when he tries to experiment with someone else's blisters....

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 11, 2012, 05:25:53 pm**

Quote from: The Mad Fool on April 11, 2012, 05:23:26 pm

Quote from: Blade Master Model 42 on April 09, 2012, 02:22:26 am

The Mad Fool's feet are also blistered, but he's ecstatic.

Of course he's ecstatic! He's got demon blisters he can experiment on! And without any of that pesky screaming that happens when he tries to experiment with someone else's blisters....

Wait, what? He doesn't enjoy the screaming?

Huh. Learn something new every day.

E: Hmm...it appears that I may be up next. Fairly good timing, too! All my duedates are tomorrow, leaving the weekend (relatively) free! Also, it seems I needs must come up with a new backstory, what with dying unannounced and all...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Orky\_Boss** on **April 11, 2012, 07:28:23 pm**

Would Dorfing even be possible at this point? If it is...

- Name: Michael Waaagh  
Job Name: Orc Slaying  
Profession: I'll take anything at this point, but I'd like to have one of these:  
Weaponsmith  
Spearman  
Armorer  
Peasent  
Marksdwarf  
Siege Engine Operator

Put in peasent in case any of the others are not available.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **April 11, 2012, 10:16:05 pm**

Quote from: scaliper on April 11, 2012, 05:25:53 pm

Quote from: The Mad Fool on April 11, 2012, 05:23:26 pm

Quote from: Blade Master Model 42 on April 09, 2012, 02:22:26 am

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Of course he's ecstatic! He's got demon blisters he can experiment on! And without any of that pesky screaming that happens when he tries to experiment with someone else's blisters....

Wait, what? He doesn't enjoy the screaming?

Huh. Learn something new every day.

Of course not! It's all in the name of SCIENCE! All that noise makes it hard for him to listen when he's calibrating his instruments.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 12, 2012, 01:05:06 am**

Quote from: ignatzami on April 11, 2012, 04:37:00 pm

Quote from: Blade Master Model 42 on April 11, 2012, 02:54:08 am

Notes: Dorfed Iggy Mcnatz the third, he's ten now. Also, coming up on the end of my turn, should be done by tomorrow or the day after at the latest. Then you guys can get back to throwing our military into industrial equipment and stuff.

I'm 10, I'll take it! I approach the cusp of Dwarven manhood in a charnel house! My swaddling clothes stank of death and the fetid breath of the underworld! I was diapered in adamantium! I sleep on the cold floor of the Hell Bunker!

Am I good at anything? Or typical kiddie "dabbler" grower?

Deathgate's HAD a couple of Legendary kids.

The most memorable one for me was one I bestowed with a special name. Tiny Tim got crippled early and was actually a legendary Crutchwalker by the time I got around to noticing him, up until Gunpowder decided to feed him to the assassin bug.

Think we may have had another legendary metalcrafter kid running around too.

I don't think Deathgate is short on legendaries, it's grunt laborers we're nearly out of!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 12, 2012, 01:56:05 pm**

Well, we went from over a hundred to 70 dwarfs correct? That'll put a dent in your work force any day.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 12, 2012, 08:49:53 pm**

We've been bleeding workers at a rapid clip for the past several overseers. I don't THINK anyone else came close to my death count; I managed to account for something like 20 dwarves all by myself, including our entire military and most of our haulers...

hmmm...

oops.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 12, 2012, 11:16:44 pm**

17th Moonstone: Traders left. I was unable to give them as many goods as I would have liked, to draw forth migrants, but any little bit helps. It certainly looks better than sending those wretched humans home with nothing from Deathgate. Then again, perhaps it is for the best...

27th Obsidian: Another artifact pumped out of the wealth machine that is Deathgate. But wealth is hardly the only thing they make here. No, they make coffins too, and by Armok himself, they make sure they are filled, one way or another. Bodies litter the fortress, the battlegrounds of hell, and serve to hold the walls together if my finding three dead dwarves within the walls is anything to go by.

...I apologize to anyone who is roped into leading this damned fort after I go. I came here in search of riches. I found them. Ialso found a colony of dwarves. A hole in the ground that few believed in. Studded with adamantine, a bed for any dwarf who wants one, food to last lifetimes... But at what cost? It's clear why migrants would rather live in fear out in the untamed wilds. This 'fortress' is no safer. Perhaps even more dangerous. In the face of everything that is Deathgate, its wealth is meaningless. It's a miserable place, inhabited by mad dwarves who believe that hell can ever truly be conquered. They certainly made an effort. But living in constant fear of demons, drilling, day in and day out, dwarves who will eventually be slaughtered by the unnatural forces of hell. Which battle is the only uncertainty there.

On the morning of the first of Granite, I'm leaving. I'm going home. To see my mother, if she still lives. I'd like another one of her cat roasts. I can't eat here. It's all dead dwarves food.

OOC: Welp, I think I am finally done with Deathgate the first. Something tells me that we're not going to bounce back from this migrant drought before the whole place tears itself apart, especially considering the military attrition rate, which is slightly higher than the civilian rate.

I didn't get much done at Deathgate this year. There wasn't much to do, but try to rebuild. But it felt like trying to build a block fort with 4 blocks. Interestingly, I placed a substantial number of coffins we had lying around, and not a one went unfilled. That was a bit disturbing, as a player. Never had that happen before. Sorry for not doing the ghost control I did my last year, but it didn't seem to matter too much. Besides, that unit list with all those deceased is nigh insurmountable.

The military is, at the very least, a little better. Only three recruits in the whole shebang, and some of the dwarves are even competent. The Arena is usable, but with so few haulers, it's tricky to get the goblins stripped for battle. Might be best to just release a few at a time, to prevent friendly casualties. I think I have 4 queued to go right now, eight if you wait for the assigned cages to be hooked up. Also, Iggy III is looking to be a politician, with several dabbling social skills. I guess we'll see what comes of that.

Have fun with the next year. Strike the earth! (<http://dff.d.wimbli.com/file.php?id=6160>)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 13, 2012, 12:02:24 pm**

Am I next? The OP hasn't been updated lately.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 13, 2012, 01:56:43 pm**

By the list, I'm next. I got a PM saying to go, so I've downloaded the game and started work. May even get an update out tonight.

Also, Yay!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 14, 2012, 01:00:51 pm**

I been reading this thread for awhile, and I'd like to sign up for a turn. I was able to run one of the earlier saves on my laptop and Istill have DF2010 installed ...

Not sure what I'd do on my turn though ...

EDIT: Looking back, I saw a suggestion on flooding hell. For the current overseer or anyone else on the turn list. It might be possible to do it, but I'm pretty sure water will simply flow down the eerie pits and vanish into the void. Short of walling up all the pits, I suspect the only way it could be done is alternative water/magma and obsidianizing the entirety of hell. Its been awhile since I tried mixing water/magma together, but 1/7 of water mixed with any magma should do the trick, combined with rapidly switching between them down the pour shaft (a 1x1 channel straight down would be needed so nothing could get stuck and gum up the casting). I might try this in a separate save to provide advice on how it could be done ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 14, 2012, 08:48:04 pm**

Quote from: NCommander on April 14, 2012, 01:00:51 pm

I been reading this thread for awhile, and I'd like to sign up for a turn. I was able to run one of the earlier saves on my laptop and Istill have DF2010 installed ...

Not sure what I'd do on my turn though ...

EDIT: Looking back, I saw a suggestion on flooding hell. For the current overseer or anyone else on the turn list. It might be possible to do it, but I'm pretty sure water will simply flow down the eerie pits and vanish into the void. Short of walling up all the pits, I suspect the only way it could be done is alternative water/magma and obsidianizing the entirety of hell. Its been awhile since I tried mixing water/magma together, but 1/7 of water mixed with any magma should do the trick, combined with rapidly switching between them down the pour shaft (a 1x1 channel straight down would be needed so nothing could get stuck and gum up the casting). I might try this in a separate save to provide advice on how it could be done ...

*Hello there.*

The link in my sig might be of, well, a little interest to you \*whistles nonchalantly\*

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 14, 2012, 11:43:45 pm**

Well...

Never did think I'd see the day I'd follow in my father's footsteps. Mostly because he explicitly told me not to right before he lost his mind and joined in on a demon-hunting party. Of course, it's not as if I had much choice in the matter. The last leader skipped town, but only after he had slipped a crown onto my head while I was sleeping in the dining room. When I woke up, everyone started congratulating me on my promotion. Right. Congratulations. I could see the half of them snickering into their beards. Sigh...

Unfortunately, I barely even have any idea where anything is. I know the way from my post to my room and the dining room. And they expect me to run this place? Right. Although if the past overseers have been any indication, none of them succeeded either.

Anyway, they put me down on a chair and told me to "take a look at the records." I've got to say, I was kind of impressed with the state of the fortress. After all, not every fortress can survive with 59 surviving dwarves, corpses scattered all over the place, a single dedicated



hauler, random rooms in random places, no military to speak of, no order to ANY placement of ANYTHING, <expletive deleted> STOCKPILES <removed for family-friendliness> HIDING IN THE MOST UNREASONABLE <obscene gerund> PLACES POSSIBLE, AND DEAR MOTHER OF ARMOK WHAT THE HELL <obscenity not removed> HAS *HAPPENED* TO THIS PLACE?!?!

Hold on there, Scal! Deep breaths now. It's all going to be alright. Just got to...Just got to find a place to start...

Alright, having noticed the failboat that is the military, I decided to make their upkeep the primary goal of my leadership. What better way to honor my father? So, firstly, I updated their orders to equip adamantium armor. As it was, they were told only to wear "metal" armor, and I decided not to risk any seasoned warriors(\*chuckle\*) going into battle with the demons wearing copper armor.

Further, the military was a disorganized mess! I consolidated the soldiers into groups by weapon, and now have them training in the hellbunker at all times. Maybe I won't have to be so sarcastic next time I say "seasoned warriors."

And then I noticed something. Someone had allowed demons to enter our colony in Hell! I do not know what fool had allowed such a travesty to occur, but I will not allow the lives of our forbears to be trivialized so! Those demons *will* be removed, the bunker fully reclaimed, and, Armok willing, expand it into a fully functioning colony. The denizens of Hell shall curse the name of Scaliper II with their dying breaths!

To this end, I have ordered the archers to stand on a ledge overlooking the demons so as to shoot at them. Hopefully, enough bolts sticking out of the skin is enough to kill a demon. Otherwise, well, annoying demons is always a good idea.

Further, I have ordered some spearmen into the arena, and am just now setting to pull the lever releasing some trapped goblins. Hopefully, all shall go well.

OOC: Ah, back in the saddle again! I had forgotten how frustrating this place was, but that, I suppose, is part of what makes it so much fun! :D  
For what it's worth, I found a little ledge in the bunker that the demons can't reach, but is overhanging the room they are standing in. I figured I may as well get some archers up there, just because.

I also messed with military scheduling a bit, in that I removed the "training" tag from all of the squads. In my experience, the military trains more quickly when left to spar. That said, if you have found otherwise, let me know.

Finally, for those who have just finished their turns(and really everyone), send me a PM if you'd like a T-Shirt (<http://www.bay12forums.com/smf/index.php?topic=84451.msg2778354#msg2778354>). I'm still one or two short of what I'd like before sending the company an email concerning templates going to multiple people.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 15, 2012, 12:58:24 am**

Honestly at least part of the hauler problems MAY be my fault.

During my reign, I found that I had a few High-Priority jobs that I needed done immediately. I used DT to monkey with the jobs; pretty much I ordered every non-legendary, non-nicknamed adult dwarf to get on with doing what I needed done.

This was, in order:

Building the DUCKOTRON (had to do fast so demons didn't rush in)  
(followed by opening a wall to let the Hoodwinked-slayers through)  
(followed by haunts of fire flying through and frying several dwarves)

Then, shoring up the insides of the Hellbunker.

Then, walling off the hellbunker to keep the assassin bug I accidentally let through from getting into the fort.

In any case, when I told all the nonessential nonnamed dwarves to get the hell into the hellbunker to do some emergency work, this probably contributed to most of the nonessential nonnamed dwarves getting the crap murdered out of themselves.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 15, 2012, 02:15:20 am**

Yeah, I'm strongly considering taking all non-military, non-named dwarves, setting them all to hauling, and removing from the mix just one of each necessary job. Hopefully, that'll work.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **April 15, 2012, 09:53:35 am**

Wait...removing the training tag actually lets them spar?

I assume this is the screen where you choose a certain squad, set to [ACTIVE], or something?

I still have a bit of trouble with the militareh in this game.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 15, 2012, 05:11:59 pm**

Quote from: NRDL on April 15, 2012, 09:53:35 am

Wait...removing the training tag actually lets them spar?

I assume this is the screen where you choose a certain squad, set to [ACTIVE], or something?

I still have a bit of trouble with the militareh in this game.

Correct. Military dwarves with no job preferences turned on and no training regimin will do partner/individual drills by default.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 15, 2012, 05:49:31 pm**

Huzzah! Be glad, all ye dwarves, for half of our problem has been solved! My plan paid off, and the crossbowman Ezum Lunkubuk has killed Borushlegon the Saffron Demon by a shot to the brain! All now that stands between us and reclaiming the bunker is a single assassin-bug demon, already beaten and battered by dozens of bolts! This does, of course, lead to some small difficulties with demon blood staining the floor, but I'm sure that a solution shall be found. If worst comes to worst, I will simply wall the area off.

As an added bonus, the crossbow squad is becoming much more adept after all this practice!

As an aside, upon learning that the cages in the arena were not actually hooked up, I decided to cancel the fighting order so that the troops could train some more. On the other hand, I did find an area wherein a whole bunch of goblins were caged, and they did seem to be hooked up to a lever. That said, there are so many that I don't like the idea of letting them out without being sure that they are disarmed, the military being in the state it is. As such, I have told the haulers to clear the equipment out, but we have so few that it may

take a huge amount of time.

On that note, I have reorganized the job-structure of the fortress. We now have 6, maybe 7 dedicated haulers, rather than 2. A few dwarves were grumbling about being taken off of their previous jobs, but any foolish enough to actively oppose this progress shall be dealt with severely.

OOC: On a related note, if anyone wants to claim a demon-slaying crossbowdwarf, let me know.

E: New developments soon after:  
Ha! The demons have been routed! By which I mean killed. The crossbowdwarf Mafol Uzolthad struck the assassin-bug in the heart, causing it to bleed out rather rapidly. The Hellbunker has been reclaimed! Now all I need to do is figure out a way to get rid of all that demon-goo...

On a less fortunate note, some goblin lashers attacked. They got caught by the cage-traps, but our idiot broker and mechanic (OOC: sorry, Jcgame) went to clear out the cages, getting caught by some more lashers. The mechanic was cut apart by whips, but the broker managed to escape with lacerations over 95% of his body. He's currently on his way to the hospital. In the meantime, I have forbidden the citizens from gathering anything from outside.

And on that note, spring has ended. The humans should be arriving at some point soon, and maybe then we can get enough goods traded to attract some migrants. I hate to do business with demon-worshippers, but since what we're trading them shall be useless garbage and possibly net us some more citizens, I'm willing to compromise this one time.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 16, 2012, 12:07:40 am**

Huh.

Now that you mention it, I wonder if the fact that a number of overseers thought it'd be funny to kill all visitors to the fort might have caused our migrant drought...

I know I accounted for at least two caravans myself.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 16, 2012, 12:44:26 am**

Quote from: kefkakrazy on April 16, 2012, 12:07:40 am

Huh.

Now that you mention it, I wonder if the fact that a number of overseers thought it'd be funny to kill all visitors to the fort might have caused our migrant drought...

I know I accounted for at least two caravans myself.

So.. you're saying I shouldn't have given the fort that drowning chamber for the new trade depot then?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 16, 2012, 01:21:38 am**

Eh, it's true that Merchant-death has likely not helped immigration matters, the whole premise of the fort is waging war against the demons. Once we get ourselves back on our feet, merchant-drowning will become very important, methinks.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **April 16, 2012, 01:45:25 am**

Huzzah! Congratulations in cleanin' out the lovechilds from the hellbunker!

On removing the goo / blood / extract: There is a started aquaeduct in hell in the western half of the map, reaching down through a hollow adamantine tube. You might want to extend that one and flush out the crap from the hellbunker. This will probably also flush everything else down there (furniture, corpses, weapons, arrows, ...) into the glowing pits... meh. However the lack of haulers does not improve the availability of blocks close to the started aquaeduct.

You don't really want to trade with the demon-worshipping lovechilds, the lovemaking ones (the humans)? Traitor! ;o)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 16, 2012, 02:03:58 am**

Quote from: gunpowdertea on April 16, 2012, 01:45:25 am

Huzzah! Congratulations in cleanin' out the lovechilds from the hellbunker!

On removing the goo / blood / extract: There is a started aquaeduct in hell in the western half of the map, reaching down through a hollow adamantine tube. You might want to extend that one and flush out the crap from the hellbunker. This will probably also flush everything else down there (furniture, corpses, weapons, arrows, ...) into the glowing pits... meh. However the lack of haulers does not improve the availability of blocks close to the started aquaeduct.

You don't really want to trade with the demon-worshipping lovechilds, the lovemaking ones (the humans)? Traitor! ;o)

My only fear is that I read on the wiki that water just spreads blood around, and I'm not sure whether that was ever resolved. Regardless, we do need a well or something, so I think I may try to move the aquaduct closer.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 16, 2012, 02:05:41 am**

My only request is that you activate the DUCKOTRON and tell me how many Assault Troopers are deployed in that wave.

This can be easily found, as it's the only sealed chamber filled with birds.

There is a nearby lever which should be reachable now, which can activate it.

In other news: Do demons have different syndromes attached to them? I know that monkey brute dust and goo doesn't seem terribly dangerous, which is good because if it had turned out deadly then I would have literally doomed the entire fort.

Wondering how dangerous assassin bug blood is.

The Mad Fool would probably send a child to test it.

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: NCommander on April 16, 2012, 03:10:40 am**

Quote from: ThatAussieGuy on April 14, 2012, 08:48:04 pm

Quote from: NCommander on April 14, 2012, 01:00:51 pm

I been reading this thread for awhile, and I'd like to sign up for a turn. I was able to run one of the earlier saves on my laptop and Istill have DF2010 installed ...

Not sure what I'd do on my turn though ...

EDIT: Looking back, I saw a suggestion on flooding hell. For the current overseer or anyone else on the turn list. It might be possible to do it, but I'm pretty sure water will simply flow down the eerie pits and vanish into the void. Short of walling up all the pits, I suspect the only way it could be done is alternative water/magma and obsidianizing the entirety of hell. Its been awhile since I tried mixing water/magma together, but 1/7 of water mixed with any magma should do the trick, combined with rapidly switching between them down the pour shaft (a 1x1 channel straight down would be needed so nothing could get stuck and gum up the casting). I might try this in a separate save to provide advice on how it could be done ...

*Hello there.*

The link in my sig might be of, well, a little interest to you \*whistles nonchalantly\*

I was aware of your legendary game of checkers, and sealing of hell :-). I guess I wasn't as clear. I was planning on flooding hell without having to wall the entire thing in first by having obsidian form around the pits. The more I thought about it though, I'm not sure you could get it to spread evenly enough to successfully obsidianize the pit edges and not have it plug up the pour hole. Some SCIENCE may be required.

In addition, there is a distinct lack of military in Deathgate to fight the clowns off while Operation: Great Wall took place ...

EDIT: By accident, I found that disabling temp causes the FPS to skyrocket to about 25 for me. For anyone screwing around with Deathgate and not taking a turn, it helps considerably.

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: ThatAussieGuy on April 16, 2012, 04:07:51 am**

I'm not exactly sure what you plan to do here. Liquid flows down Glowing Pits as easily as empty space. More to the point, any attempt to flood hell without walling the sides would just cause the water/magma to flow out the side of the map

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: NCommander on April 16, 2012, 04:35:01 am**

Quote from: ThatAussieGuy on April 16, 2012, 04:07:51 am

I'm not exactly sure what you plan to do here. Liquid flows down Glowing Pits as easily as empty space. More to the point, any attempt to flood hell without walling the sides would just cause the water/magma to flow out the side of the map

Grumble. Forgot about that. My idea was to flood magma down there, then flood it with water, so the edges of the pits would turn to obsidian. I'm pretty sure it wasn't going to work before,but that clenches it sadly :-/. As I'm a newcomer here, I'm in no position to say how DG should end, but I like the idea of flooding the place ...

One oddity though with Deathgate. In the game I started flooding hell with magma by breachinga bunch of walls in the left pillar and removing the floor, demons stopped spanning. There's only two, and its been like that way for three ingame months ...

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: ThatAussieGuy on April 16, 2012, 04:51:55 am**

That'll happen. I don't think all of Hell is visible in Deathgate, so most likely there's an unseen spawnpoint where the demons are sitting on the edge of the map and then leaving.

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: NCommander on April 16, 2012, 05:53:53 am**

Quote from: ThatAussieGuy on April 16, 2012, 04:51:55 am

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Huh, think Bay12 ate my response. I'm pretty sure that's the case. At least I have an idea what I'm going to do on my turn. It involves hell, soap, and water (eventually) ...

EDIT: I discovered one of the brooks (on Z-110, towards middle left) is frozen into ice. In midsummer.

How did that happen?

SECOND EDIT: I'm wondering if the lack of migrants is due to hell being breached. Swordthunders stopped getting migrants after it breached hell if memory serves, and I wonder if the same happening to Deathgate. The hauler shortage however shouldn't be a problem for too much longer. One child is ten on the latest save, three are nine, and all the others are 8. So in four more turns, we should have 12 more haulers ...

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: Eoganachta on April 16, 2012, 05:30:41 pm**

I think my Dorf might be dead by now, statistically anyway. Can I get a redorf? Military profession, please.

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: ThatAussieGuy on April 16, 2012, 09:42:21 pm**

Quote from: NCommander on April 16, 2012, 05:53:53 am

Quote from: ThatAussieGuy on April 16, 2012, 04:51:55 am

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Swordthunders stopped getting migrants because i drove the dwarf civilization to extinction via demons and construction mishaps. I did get migrants after the hell breach and so has Deathgate.



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 17, 2012, 02:51:19 am**

Quote from: Eoganachta on April 16, 2012, 05:30:41 pm  
I think my Dorf might be dead by now, statistically anyway. Can I get a redorf? Military profession, please.

Alrighty, so I've had altogether less time to play than I had hoped this weekend. That said, I should be able to churn stuff out mid-week. In the meantime, I did a couple of quick checks. Firstly, yes, Eoganachta has died somehow somewhere. Do you have any preferences on weapon? We have everything except swords and maces.

Secondly, I did a quick check, and the starting civ is still listed, albeit still without leaders. I don't know if that means anything, but at least it's still referenced. If worst comes to worst, I can do a check after my turn to see if it's still around.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **April 17, 2012, 12:26:05 pm**

Could I get Dorfed please?  
Name: Thaddeus  
Job Name: Patron Saint of Lost Causes  
Profession either a Doktor or soldier please

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 17, 2012, 12:41:41 pm**

Quote from: scaliper on April 17, 2012, 02:51:19 am  
Quote from: Eoganachta on April 16, 2012, 05:30:41 pm  
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Secondly, I did a quick check, and the starting civ is still listed, albeit still without leaders. I don't know if that means anything, but at least it's still referenced. If worst comes to worst, I can do a check after my turn to see if it's still around.

Searching on the forums, that suggests they went extinct, though Legends said they sent a caravan as late as last year. I abandoned and went around the world as an adventure, and all the forts I checked were abandoned though I didn't make it to the Basement of Murder mountain home. Interesting, Deathgate shows up as a Mountianhome (you can also see this in Fortress mode on the stocks screen in the corner. As far as I can tell, the fort never even ended up a barony. If we're the last standing fort though, I think we auto-become a mountianhome though ...

Legends mode is pretty interesting. During worldgen, all the megabeasts/demons died out, and the world entered the Twilight Age.

For those unfamiliar with ages: *"The Twilight Age was a time when fantastic creatures no longer lived in great numbers"*. The wiki says that civilizations are there are no wars, but no civilization has the resources to expand.

After a few hundred years of that, the world progressed into the "Age of Fairy Tales".

Toady One's devlog sums it up pretty well  
Quote  
"I finally saw a world arrive at the Age of Fairy Tales, which happens if mundane creatures (ie humans) make up at least 90% of the world's civilized population with the requirement that there are still a few fantasy creatures lurking around. In this case, it was a kobold cave that their scouts never found. I guess all of the fairy tales were about people having their crap stolen."

*The Age of Fairy Tales was a time when fantastic creatures were few and far between, and some even doubted their existence*

I've a bit confused on how groups work in Legends mode, but there are a \*ton\* of mountian homes listed, some with only one entry followed by "an attempt was made to reclaim" or something like that.

I also found the battle where the elves were finally eliminated ...

Quote from: The War  
**The Crazy War was waged by The Confederation of Exalting on The Berry of Gazes. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.**

**In the midsummer of 194, Xakednoloc, "The Steamy Battles" occurred.**  
**In the midautumn of 194, Adicgencesh, "The Fierce Onslaught" occurred.**  
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**In the midsummer of 195, Lasodgencesh, "The Routed Onslaught" occurred.**  
**In the midsummer of 195, The Destruction of Swampsplattered occurred.**  
**In the early spring of 216, Noloc Istro, "The Battles of Burning" occurred.**

Quote from: Last Battle  
**Noloc Istro, "The Battles of Burning"**

**A: 525, mostly humans, 215 losses**  
**D: 23 elves, 4 grizzly bears, 23 losses**  
**Attacker was victorious.**

The elves did not go quietly into the night ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **April 17, 2012, 02:35:29 pm**

Quote from: NCommander on April 17, 2012, 12:41:41 pm  
I also found the battle where the elves were finally eliminated ...

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| <p>Well I'll be damned! Those damn devil-worshiping humans actually did something worthwhile. The elves though... that's a pretty badass last stand.</p> <p>I checked through the Legends back when we started Deathgate. Pretty much everything was gone except for Deathgate, Goblins, the Humans. Our civilization was "technically" active, but we were the only settlement far as I could tell. I find it somewhat odd though, since if the mountainhome fell before Deathgate's founding, then I would've thought that the worldgen would've rejected the world. Regardless, when Deathgate falls, the dwarves fall with it.</p> <p>It's gonna be one hell of a party when it goes.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>NCommander</b> on <b>April 17, 2012, 03:19:54 pm</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <p>Quote from: AnimaRytak on April 17, 2012, 02:35:29 pm</p> <p>Quote from: NCommander on April 17, 2012, 12:41:41 pm</p> <p>I also found the battle where the elves were finally eliminated ...</p> <p>Quote from: The War</p> <p><b>The Crazy War was waged by The Confederation of Exalting on The Berry of Gazes. The most significant cause of the conflict was a dispute over the devouring of the bodies of sapient beings.</b></p> <p><b>In the midsummer of 194, Xakednoloc, "The Steamy Battles" occurred.</b><br/><b>In the midautumn of 194, Adicgencesh, "The Fierce Onslaught" occurred.</b><br/><b>In the midautumn of 194, The Destruction of Rakedroot occurred.</b><br/><b>In the midsummer of 195, Lasodgencesh, "The Routed Onslaught" occurred.</b><br/><b>In the midsummer of 195, The Destruction of Swampsplattered occurred.</b><br/><b>In the early spring of 216, Noloc Istro, "The Battles of Burning" occurred.</b></p> <p>Quote from: Last Battle</p> <p><b>Noloc Istro, "The Battles of Burning"</b></p> <p><b>A: 525, mostly humans, 215 losses</b><br/><b>D: 23 elves, 4 grizzly bears, 23 losses</b><br/><b>Attacker was victorious.</b></p> <p>The elves did not go quietly into the night ...</p> <p>Well I'll be damned! Those damn devil-worshiping humans actually did something worthwhile. The elves though... that's a pretty badass last stand.</p> <p>I checked through the Legends back when we started Deathgate. Pretty much everything was gone except for Deathgate, Goblins, the Humans. Our civilization was "technically" active, but we were the only settlement far as I could tell. I find it somewhat odd though, since if the mountainhome fell before Deathgate's founding, then I would've thought that the worldgen would've rejected the world. Regardless, when Deathgate falls, the dwarves fall with it.</p> <p>It's gonna be one hell of a party when it goes.</p> |

The entire history is pretty much paved in blood. I've never seen a worldgen on anything larger than pocket end up in Twilight or Fairy Tales. The dwarfs themselves brought an end to both to "The Age of Hydra and Marsh Titan", and "The Marsh-titan age". As the last megabeast died, the world collasped into the Twilight Age until they managed to breed themselves up to the point Fairy-Tales triggered.

Seems even the goblins are pretty close to self-destruction. I don't think we've been sieged in ages looking back ...

EDIT: Goblins aren't QUITE dead, but they're down to one last leader. Suspect they've probably got one or two more seiges and they'll go poof too.

EDIT 2: There were other fortresses. They all migrated to us when we became a mountianhome, which looked like it happened shortly before hell was breached. I suspect what probably happened is the king migrated as a peasant at some point. If I can find an old enough save, I suspect we'll find whoever was the leader of the Basement of Murder is in a coffin somewhere.

In adventurer mode, its just empty fort after empty fort, and I couldn't get an adventurer high enough to even get in the frontdoor of Deathgate (it even started to lag which I've never seen in A mode before ...).

Reading through legends has actually inspired an idea for an ending that would be very befitting for Deathgate.

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>kefkakrazy</b> on <b>April 17, 2012, 10:13:32 pm</b></p> |
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What, Deathgate having participated in the end of all civilization? Of course!

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>Eoganachta</b> on <b>April 18, 2012, 03:11:01 am</b></p> |
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| <p>Quote from: scaliper on April 17, 2012, 02:51:19 am</p> <p>Quote from: Eoganachta on April 16, 2012, 05:30:41 pm</p> <p>I think my Dorf might be dead by now, statistically anyway. Can I get a redorf? Military profession, please.</p> <p>Alrighty, so I've had altogether less time to play than I had hoped this weekend. That said, I should be able to churn stuff out mid-week. In the meantime, I did a couple of quick checks. Firstly, yes, Eoganachta has died somehow somewhere. Do you have any preferences on weapon? We have everything except swords and maces.</p> |
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My previous dorfs had addy swords but an axe would be fine. :)

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>ignatzami</b> on <b>April 18, 2012, 04:39:39 pm</b></p> |
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AnimaRytak, I assume you missed the post a few pages back, can I have a second turn as Overseer?

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>AnimaRytak</b> on <b>April 22, 2012, 02:15:53 am</b></p> |
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I find this silence disturbing.

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>scaliper</b> on <b>April 22, 2012, 02:48:49 am</b></p> |
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Sorry. I was going to get in a few hours on friday, but then lab decided to be dumb. I'll probably get some stuff done tomorrow and have a post ready by monday.

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| <p>Title: <b>Re: Deathgate - A Legacy of Horrible Things! (Succession Game)</b><br/>Post by: <b>NCommander</b> on <b>April 23, 2012, 01:55:37 pm</b></p> |
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As a sidenote, my laptop committed suicide (blew its charger) over the weekend. I have DF on the desktop, so I should still be able to take my turn, but it might be a bit slower until I can fix the laptop (I need to drive to PDX or Hillsboro to buy a new charger; probably Tuesday or Wednesday).

As a sidenote, are there any objections if I have a sidestory about the world of Deathgate in A mode after I finish my turn? (if nothing else, it could provide plot fodder to future overseers).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Tourist** on **April 23, 2012, 03:49:30 pm**

First time poster here! Was linked over to this from the TV Tropes DF page and read through the entire thread over the last few days. Amazing stuff, I love it! Sadly between looking for a new job and my desktop being dead (I'm using a netbook) I'm in no position to play DF myself, so I'm living vicariously through everyone here. A few comments/questions though:

- A. So basically all other dwarf civs in the world have fallen, right? Where are the immigrants coming from? Refugees? Itinerant wanderers and adventurers? If the fort lasts long enough, will there eventually be no more immigrants?
- B. Dwarf civs gone, Elves gone, Goblins diminished...How healthy is that human civ? Any chance of outlasting them and being the last civilization remaining in all the world?
- C. Win conditions proposal: Wall/ceiling off the glowing pits in hell, and block out wherever the demons are spawning from so that they either can't get onto the map or if they spawn on-map, they do so right into a crossbow/ballista murderzone. Give 'em an eviction notice!

Last of all, a request: can I be dorfed in?

Name: **Tourist**  
Job Name: Soldier/Test subject  
Profession: Soldier (crossbow, axe, spear, whatever's most convenient)

I'm honestly not picky about what my dorf ends up actually doing- miner, mason, hell I'll be happy running a still in the Hellbunker. All I ask is the chance to die well- to die doing something absurd or ridiculous, or as a test subject for some ludicrous doomsday machine or the efficiency of an adamantine-spear danger room or something. Every dwarf in Deathgate is going to die, I just want mine to be the kind of death that makes others go, "Huh, well...*That was interesting.*" Please? ;D

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 23, 2012, 04:39:44 pm**

Quote from: Tourist on April 23, 2012, 03:49:30 pm

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Welcome to Deathgate. We don't bite. Much ... kinda ... eh ... make sure your insurance is paid up

- A. It was discussed pretty heavily in the last few pages. As it stands, the world is in the age of fairy tales, having hauled themselves out of the twilight age. I ran through the world in Adv mode, and every fortress was empty, nor could I find another dwarf. Fortress mode does not respect extinction properly, but we became a mountianhome without getting a monarch, so we're pretty much it w.r.t to the dwarfs. As it stands, elves died in worldgen, I suspect the goblins are almost close to kaput as well (I got seiged in a test save, but its become somewhat of a rarity). Its been several ingame years since we last saw a migrant. When Deathgate goes, the dwarfs will be completely extinct (caverns are seemingly made of thin air).
- B. Humans are the dominate species, and are pretty healthy, they've got a lot of large towns and such. Biggest issue with them is they have a demon as their leader due to worldgen. Despite the efforts of several overseers, we've yet to piss them off into seiging them despite claiming something like 20 cavarns throughout the life of the fort.
- C. It can (in theory) be done, and has been done in other games. However, we're *\*really\** short on workforce; 40-ish dwarfs, plus 13 children as of 776. In addition, the military been annihilation like five times, so except for the marksdwarf squad patrolling the Hellbunker, we're pretty spent on dwarfs. Unless someone can trigger a dorfexplosion with loads of partying and babies (and even then, 12 years have to pass to make them usable). This isn't counting the fatalities from failed moods, insane overseers, etc. While flooding the circus would be awesome, I don't think it would still be a fitting ending. (I have ideas on how Deathgate could be ended fitting and properly, and I'll build towards that during my turn, but its for the remaining overseers to decide if they wish to continue it).

At least at the moment, everyone was fine or better when I checked with Therapist, so we're not close to a tantrum spiral.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 23, 2012, 08:34:23 pm**

You couldn't do C with just 40 dwarves. Attrition would kill you before the first wall was half-finished.

And everyone being fine doesn't stop a tantrum spiral. All you need is for that ONE dwarf who's friends with everyone to fall victim to !!FUN!! and suddenly everyone sends him off with a Dwarven Wake in the dining hall.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 23, 2012, 09:19:57 pm**

Quote from: ThatAussieGuy on April 23, 2012, 08:34:23 pm

You couldn't do C with just 40 dwarves. Attrition would kill you before the first wall was half-finished.

And everyone being fine doesn't stop a tantrum spiral. All you need is for that ONE dwarf who's friends with everyone to fall victim to !!FUN!! and suddenly everyone sends him off with a Dwarven Wake in the dining hall.

Yeah, without migrants, there's no real way to bottle hell back up. Even with migrants, I don't think it could be done in a single turn (making enough blocks, hauling them down to the bunker, plus plugging up the pits/making several levels of walls, etc). Without plugging up the pits/building the walls, flooding hell impossible.



The reality of it is that the clowns wll always be there. I've never successfully setup a proper spiral in one of my personal forts (even when I tried). Guess having a ton of legendary dining rooms balanced out the unhappy :-/. That being said, I doubt that's how DG will go out.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **April 24, 2012, 12:54:04 pm**

Quote from: NCommander on April 23, 2012, 04:39:44 pm  
Welcome to Deathgate. We don't bite. Much ... kinda ... eh ... make sure your insurance is paid up

And your rabies shots...

Oh and, there's something on the ground that'll make you blister from head to toe. Watch your step.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 24, 2012, 04:13:28 pm**

I've mostly decided what my turn will involve at this point. I think if we can do some crosstraining on the military, it should help buff them so they're less likely to die on a siege or demon ambush into the bunker. I'll probably setup a gym or similar on my turn (no danger room of course)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 26, 2012, 01:21:36 pm**

It seems like "Guys, I'm going to fix the military" followed by "Guys I accidentally our entire military" is the new "What the F%\*\$ is WRONG WITH THIS PLACE."

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **April 26, 2012, 02:55:14 pm**

Quote from: kefkakrazy on April 26, 2012, 01:21:36 pm  
It seems like "Guys, I'm going to fix the military" followed by "Guys I accidentally our entire military" is the new "What the F%\*\$ is WRONG WITH THIS PLACE."

I find the best plan is to simply ignore the military, and wall up the fort, and clean house for a year. Then go "Hey, nobody died! Go me!" Then hand it off to the next poor bastard.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 27, 2012, 01:13:06 am**

I tried that!

Except the little gremlin on my shoulder said "Hey, you could do something really cool and build a duck-dispenser."

Turns out, opening any kind of hole in the wall is a bad idea when dwarves are involved. I forgot that their attraction to dead men's socks was stronger than their fear of blistering demonic death.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **April 27, 2012, 01:38:02 am**

Are there still demons in the courtyard/large area of the Hell Base? I'm starting to feel like I gave the demons a new playground than actually conquering their home.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 27, 2012, 03:08:08 pm**

Quote from: Eoganachta on April 27, 2012, 01:38:02 am  
Are there still demons in the courtyard/large area of the Hell Base? I'm starting to feel like I gave the demons a new playground than actually conquering their home.

scaliper said he managed to reclaim the Hellbunker. Here's waiting for more updates :-).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 29, 2012, 01:47:22 am**

honestly, reading the new DF Talk, we could just set Deathgate II in an evil biome and call it a day. Good god.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **April 29, 2012, 02:02:15 am**

Quote from: kefkakrazy on April 29, 2012, 01:47:22 am  
honestly, reading the new DF Talk, we could just set Deathgate II in an evil biome and call it a day. Good god.

Let's not and say we did.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **April 29, 2012, 03:34:18 am**

Scaliper it has been one week since your last post and longer still since your last update.

You have until Tuesday to give us a post or you turn will be skipped.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 29, 2012, 04:59:46 pm**

Very sorry. I became unexpectedly unwell. Post should be coming up later tonight.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **April 29, 2012, 10:40:42 pm**

Well, summer has started off on an interesting note. There is this small child, going by "Baby Demon," withdrew entirely from society. The name concerns me greatly. I am strongly considering having the child put down, and the parents as well! Honestly! Naming a child after our bloodthirsty enemies? This is the greatest affront to our honor I have yet seen. Anyway, she started gathering a large number of rather valuable items and started making something. Clearly the sign of a greatly troubled mind.

Meanwhile, AnimaRytak III, proud descendent of our great founder, was possessed by some horrid spirit, and is currently tearing about his room throwing all manner of things to the winds. I can only pray that the ~~serfs~~ haulers manage to place some coffins quickly and get bodies inside them, so that we may get this tortured soul out of the body of this poor dwarf.

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Well, it would seem that all is well. The blasphemous child has created a bed out of bone, and the mad spirit left AnimaRytak. However, it was not due to the body of the spirit being placed in a coffin, so I am strongly considering having those worthless ingrate haulers flogged. However, since we have so few, my options are limited. In the meantime, the bed has given me an idea. I shall set up my own personal quarters in Hell! I have drafted plans for a magnificent room, and have sent the masons to clean up floor in the meantime. I can't imagine it would take a long time.

OOC: I got the floor of the bunker as clean as I could. I basically designated all floors to be removed, and then rebuilt them. I could have placed statues, but we have so few haulers that this seemed a better option. Didn't take too long regardless.

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Dire news today! The brave dwarf to shoot down the sapphire demon, Ezum Lunkubuk, was caught by a goblin ambush today. After some investigation, I found that he was outside collecting a cage from a previous ambush. All dwarves have been forbidden from touching those cages, at least for now. Happily, the goblins were all caught in traps. Once we are sure that the area is safe, we shall bring them inside and make them pay! In the meantime, they are caught outside in cages, so they'll be uncomfortable at the very least. I hope at least one of them gets eaten alive by a hyena or something.

On a brigh...well, *different* note, the human caravan managed to show up unannounced and get to our depot. I have not yet found out what peon is responsible for this travesty, but they shall be dealt with. In the meantime, I took everything that had not been moved from our depot, and effectively traded our depot for their caravan. Hopefully this shall spread our name to the corners of the world and draw some peasants to us. Otherwise, we shall have to cease our conquest for at least a decade, and that would simply be a disgrace.

Once that happens, of course, we shall need to destroy every caravan that comes to us from those filthy demon-worshippers to make up for the profit! Maybe kill some traders, too, for good measure. We have to be careful, though. I've heard that humans keep note of all traps they see, so we may need to secure our entrance more creatively at some point.

Autumn ended with the end of trading. My bedroom is coming along nicely, and the military is still training, albeit slowly. The less dignified dwarves are busy serving me and the military, which is fitting for our greatness. I must say...This is the life!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **April 29, 2012, 10:52:24 pm**

Trading?!

Why would you give them anything when I made that lovely drainable killbox? Drown the lot of 'em and TAKE their goods!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **April 30, 2012, 03:00:32 pm**

Quote from: ThatAussieGuy on April 29, 2012, 10:52:24 pm

Trading?!

Why would you give them anything when I made that lovely drainable killbox? Drown the lot of 'em and TAKE their goods!

He's trying to attract migrants.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **April 30, 2012, 04:43:10 pm**

Quote from: Urist McDwarfFortress on April 30, 2012, 03:00:32 pm

Quote from: ThatAussieGuy on April 29, 2012, 10:52:24 pm

Trading?!

Why would you give them anything when I made that lovely drainable killbox? Drown the lot of 'em and TAKE their goods!

He's trying to attract migrants.

Assuming there is anyone left to migrant to the fort :-/. I thought you had to trade with the dwarfian cavarn to make that work though.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **April 30, 2012, 11:16:49 pm**

Kid Lashidang is going to be a *legendary*!?

Is he claiming a crafter's workshop, indicating a lame legendary stonecrafter baby demon, or is he doing something useful?

EDIT:  
LEGENDARY BONECRAFTER BABY DEMON YES

Also aren't declarations of war by humans/elves broken in this version? Because if they're working, we should have earned a human or elf siege *long* ago.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 01, 2012, 03:54:44 am**

Quote from: kefkakrazy on April 30, 2012, 11:16:49 pm

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EDIT:  
LEGENDARY BONECRAFTER BABY DEMON YES

Also aren't declarations of war by humans/elves broken in this version? Because if they're working, we should have earned a human or elf siege *long* ago.

Worldgen wiped the elves off the map (in a seriously bloody war; I posted the legends screen a few pages back). I'm thinking it might be because they have a demon leader who wants to see humans die that we haven't gotten seiged to hell.

Then again, would you want to go to war with a mountianhome that defeated, colonized, and embarrassed the clowns?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 01, 2012, 04:27:32 am**

It's the Duck-o-tron that scares them off. No demon wants to face a machine that automatically generates and deploys ducks onto the surface of hell itself.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **May 01, 2012, 11:13:35 am**

Quote from: ThatAussieGuy on May 01, 2012, 04:27:32 am  
It's the Duck-o-tron that scares them off. No demon wants to face a machine that automatically generates and deploys ducks onto the surface of hell itself.

This, 110% truth!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 01, 2012, 08:42:46 pm**

Automatically, huh...

It'd be nice to be able to drop "ropes" into something from above, something dwarves could slowly climb but animals couldn't. Something that required a [GRASP] tag to climb, that is.

I'd drop a dwarf into the DUCKOTRON and rewire the bridge to work off of a pressure plate, then set up a re-triggering device somewhere, to automate the duckodrops.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **May 02, 2012, 12:30:46 am**

Well, there's ways you can avoid that our army of duckness tries to invade the main fort. You can assign them to a pasture in the Duck-o-Tron or (well OR, not XOR) you can make the hatch to be unpassable for animals (they'll try sneaking through, though).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **May 02, 2012, 02:14:25 pm**

Quote from: kefkakrazy on May 01, 2012, 08:42:46 pm  
It'd be nice to be able to drop "ropes" into something from above, something dwarves could slowly climb but animals couldn't. Something that required a [GRASP] tag to climb, that is.

How about stairs with a floor hatch at the top that is kept tightly closed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 02, 2012, 05:29:11 pm**

Does that work?

I guess it would, really, since a dwarf teleports through the hatch, or something...

hmm.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 02, 2012, 08:56:52 pm**

Quote from: kefkakrazy on May 02, 2012, 05:29:11 pm  
Does that work?  
  
I guess it would, really, since a dwarf teleports through the hatch, or something...  
  
hmm.

I think you'll find he means that you can lock demons out and unlock it to let errant dwarves inside.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 02, 2012, 11:45:05 pm**

the point is not to keep demons out, it's to keep ducks in.

Demons don't seem like they want to path through the DUCKOTRON, which tells me building destroyers may not be able to break bridges from below while flying.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 02, 2012, 11:58:06 pm**

Quote from: kefkakrazy on May 02, 2012, 11:45:05 pm  
the point is not to keep demons out, it's to keep ducks in.  
  
Demons don't seem like they want to path through the DUCKOTRON, which tells me building destroyers may not be able to break bridges from below while flying.

Building Destroyers cannot break ANYTHING from below. It's why the Checkerboard worked at all. It's also why all my external entrances consist of upward staircases through a floor hatch before descending down into the fort proper.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **May 03, 2012, 04:10:25 am**

Yes, but the hatch has to be marked as "closed", otherwise the Demons can route through it... which is not what we want, no precious. I usually have a bridge entrance that is closed when lowered (bridge over upward ramp). This also means that the default state is closed and I will not forget to link it up to a lever, which was actually my main idea behind it.

Also look at the start of the aqueduct down into hell. There is also a Demon filter like this.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 05, 2012, 04:50:19 pm**



Hey hey! Just thought I'd check in and say that I'll probably finish up tomorrow. I'll try to make a post before monday and get the save up.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 06, 2012, 09:38:15 pm**

So...I was wrong. Turns out that my last update and my last post were incorrect. I hadn't finished autumn last time, so today was pretty much devoted entirely to autumn. Unfortunately, this means that finishing my turn will have to wait until around friday or so, thanks to finals. However, in the meantime, here's autumn:  
-----

Well, the season opened up on a happy note, with those filthy humans finally bugging off! Now they shall unwittingly spread our fame around the earth, drawing dwarves to our gates and helping to defeat the very demons they worship! I revel in the irony!

In the meantime, I decided to set the peasants to go about building a tomb for me in Hell. Let the demons despair, for I shall be controlling the forces in Hell even in death! Sadly, though, getting the coffin built is taking long enough...

Regardless, a couple days later, a butcher brewer cook...thing...was possessed by one of the deceased and started tearing about throwing things around for all of five seconds, after which the spirit left. These undead are getting out of hand. However, I can't have my tomb completed *and* make the haulers devote all energies to burial at the same time, so I guess some sacrifices must be made. Hopefully those useless peons are quick with the tomb.

Around the same time, the so-called "mayor" sent me a note demanding that platinum goods be made. I must say, these plebians must be taught their place! All shall know who the true lord of Deathgate is! On the other hand, he is a well-respected axedwarf, so my mood was softened somewhat. I left a work-order standing for some mugs, although I have no idea if anyone will actually do anything about it.

In addition, I found a number of unoccupied coffins in the spire leading to the bunker. I have no idea why nobody bothered to designate them for burial, but I have done so. Hopefully some of these ghosts will be put to rest.  
OOC: For what it's worth, remember to turn off "bury pets" whenever you tell a coffin to be used for burial. There are a depressing number of coffins wasted on chickens and turkeys and such

Finally, at the end of what was a thankfully quiet season, a trade-caravan of dwarves arrived! I have designated a large number of useless trade-goods to be brought out, with the same intent as with the humans. Hopefully, all will go well. In the meantime, autumn is over, and I must go relax in my beautiful bedroom. Maybe I shall call a hauler with an iced rum. That stuff is delicious.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte** on **May 07, 2012, 11:19:09 am**

Quote from: scaliper on May 06, 2012, 09:38:15 pm  
[ ... ]  
Finally, at the end of what was a thankfully quiet season, a trade-caravan of dwarves arrived! [ ... ]

Now *that* is weird... weren't we supposed to be the mountainhome with all other Dwarvendom extinct? That does indeed give some hope! I hope you'll load the caravan with goods to be shipped off to show them how well we're doing (poor suckers...). Offer them some extra plump HELLmet roasts or something.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 07, 2012, 11:37:40 am**

Quote from: scaliper on May 06, 2012, 09:38:15 pm  
OOC: For what it's worth, remember to turn off "bury pets" whenever you tell a coffin to be used for burial. There are a depressing number of coffins wasted on chickens and turkeys and such  
  
Finally, at the end of what was a thankfully quiet season, a trade-caravan of dwarves arrived! I have designated a large number of useless trade-goods to be brought out, with the same intent as with the humans. Hopefully, all will go well. In the meantime, autumn is over, and I must go relax in my beautiful bedroom. Maybe I shall call a hauler with an iced rum. That stuff is delicious.

The bury pets option by default can be changed in the init files to mae that default. In addition, even though the civ is pretty much dead, caverns seem to appear out of thin air as long as the world isn't in the age of death/age of emptiness.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **May 08, 2012, 02:42:03 pm**

Where do the dwarf caravans say they're from?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 09, 2012, 01:30:06 pm**

I plan on trading a lot of stuff with them, yes.  
  
I had enough time to check the name of the civilization. They're said to come from Ushat Usan, and greet you with "Greetings from the Outer Lands." Not a good sign by my understanding, but I'll let the legends-diggers sort that one out :)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **May 09, 2012, 03:19:26 pm**

Quote from: scaliper on May 09, 2012, 01:30:06 pm  
They're said to come from Ushat Usan  
Ushat... I can see why the might not have listed that in the publicly available Legends records...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 10, 2012, 11:22:04 pm**

Happy Birthday Deathgate!  
  
Today, one year ago, Deathgate was created.  
  
So to you, I say:

Congratulations!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 11, 2012, 12:35:17 am**

Quote from: AnimaRytak on May 10, 2012, 11:22:04 pm

Happy Birthday Deathgate!

Today, one year ago, Deathgate was created.

So to you, I say:

# Congratulations!

I feel the urge to build a giant obsidian wedding cake with a creamy magma center in my next fort to celebrate this fact.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 11, 2012, 01:38:47 pm**

We should make a Dwarven Rum Cake that includes plump helmets and dwarf-bread.

Being dwarven means it'll double as an explosive device and a melee weapon.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 11, 2012, 09:28:26 pm**

Quote from: AnimaRytak on May 11, 2012, 01:38:47 pm

We should make a Dwarven Rum Cake that includes plump helmets and dwarf-bread.

Being dwarven means it'll double as an explosive device and a melee weapon.

Let's burn the outside of the fort and call it one big candle

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 12, 2012, 03:27:20 pm**

Hey, I'm new to here (and just read through Deathgate in about two days) and I have a small birthday present.

Spoiler (click to show/hide)

Deathgate in Minecraft!

I used DF2Minecraft in DFhack and produced a usable Alpha map of Deathgate for exploring. I haven't explored much yet, but I'm sure it will be properly epic.

The save file:  
http://dl.dropbox.com/u/18948156/World1.7z  
So, if anyone wants to see more, just tell me and I'll take some more pics, and post the Cartograph as well.  
EDIT:  
The updated save file for Minecraft 1.2  
http://dl.dropbox.com/u/18948156/World1\_UPDATED.7z (http://dl.dropbox.com/u/18948156/World1\_UPDATED.7z)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 12, 2012, 03:31:01 pm**

Quote from: GentlemanRaptor on May 12, 2012, 03:27:20 pm

Hey, I'm new to here (and just read through Deathgate in about two days) and I have a small birthday present.

Spoiler (click to show/hide)

Deathgate in Minecraft!

I used DF2Minecraft in DFhack and produced a usable Alpha map of Deathgate for exploring. I haven't explored much yet, but I'm sure it will be properly epic.

The save file:  
http://dl.dropbox.com/u/18948156/World1.7z  
So, if anyone wants to see more, just tell me and I'll take some more pics, and post the Cartograph as well.

Sha-weet. Give us a tour!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 12, 2012, 03:37:01 pm**

Alright, here goes. I'm posting as I explore.

Here is the overall surface map:  
Spoiler (click to show/hide)

And here is the entrance hallway:  
Spoiler (click to show/hide)

Some of the bedrooms (No actual beds in Alpha)  
Spoiler (click to show/hide)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 12, 2012, 04:17:22 pm**

Damn. It stopped the gen at exactly ONE level above the Deathgate logo. :(  
Sooo...yeah. I can't explore DF hell in Minecraft until the wonderful people at DFHack update the converter to use the latest map format (which adds a huge height increase, enough to get down to hell).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 12, 2012, 05:59:36 pm**

For what it's worth, my next and final update should be up by the end of tuesday.

Also, post up if you get the entire map genned. I'd love to explore =D

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 12, 2012, 06:45:32 pm**

<climbs out of Real-Life Obligations Abyss>

Gah... took forever. I think I'll actually have time to take my turn. I hope things haven't (chuckle) gone to hell since I've been gone. This is my 3rd turn attempt, but the third time's the charm!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 12, 2012, 09:01:21 pm**

Quote from: scaliper on May 12, 2012, 05:59:36 pm

For what it's worth, my next and final update should be up by the end of tuesday.

Also, post up if you get the entire map genned. I'd love to explore =D

Yeah. As it stands, the whole thing is playable down to exactly one z-level above the colossal demon face. If you have a copy of Minecraft and MCNostalgia (accept no substitutes, they don't work) you can explore most of the fortress.

On a side note, does anyone remember if either BATTEREY or BATTERY had a hotkey, or even where they were? I'm trying to get some pictures in Minecraft.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 13, 2012, 01:45:15 pm**

For added effect, play the DeathGate in Minecraft save with this mod (<http://www.minecraftforum.net/topic/1201628-125-dwarfcraft-play-minecraft-as-a-dwarf/>) installed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 13, 2012, 03:17:34 pm**

Well, after wrestling with the save format (it's in 1.2.5 now) I finally did just that!  
Spoiler (click to show/hide)  
Full diamond/candy armor, too.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 13, 2012, 04:44:37 pm**

Quote from: GentlemanRaptor on May 13, 2012, 03:17:34 pm

Well, after wrestling with the save format (it's in 1.2.5 now) I finally did just that!  
Spoiler (click to show/hide)  
Full diamond/candy armor, too.

I can die happy now.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 13, 2012, 07:47:03 pm**

Glad to be of service.  
Does anyone want the new save? Fully updated for the latest MC version.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 14, 2012, 03:49:10 pm**

Yes. Please give me the save!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 14, 2012, 05:21:01 pm**

I'll post it in the post linked to in the OP.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 15, 2012, 11:22:52 pm**

My apologies, everyone. I have completed the year, but apparently I have to go "right now," so the writeup will have to wait until tomorrow, probably around 5-ish. Again, very sorry.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 16, 2012, 05:04:42 pm**

OOC: I apologize in advance for the anticlimax. Winter was not very eventful, to say the least.

Winter has opened in a great way! Some pleb or another got down to the trade depot at last, and trading commenced! As per the last round of trading, we basically traded our depot for their wagon. And much mirth was to be had! Dear ARMOK I hope some migrants come in the spring. Anyway, they skidaddled very soon thereafter, going off to parts unknown.

On an equally happy note, my tomb has been completed! Now I shall not have to suffer the spirits of these peasants in my death, being interred instead in the bowels of Hell, directing the actions of those there from beyond the veil.

Also, some rogue spirit possessed a hauler. He ran around, put a sticky-note on a mason's shop reading "Etur's" and ran off in search of materials. Very...expensive materials. He darn well better make something useful!

To pass the time, I ordered someone to bring me another iced rum, and did some exercises with my spear. I've promoted myself to Captain of the Militia, so I'd best be in-shape.

-----

That bloody *plebian* got finished with is work today. You know what it was? A QUERN! Made out of ADAMANTINE! That lousy little...I've just sent some soldiers to give him a severe beating. They should be back any minute now. In fact, those footsteps behind me are surely th



The journal ends here suddenly, and does not pick up for another few months. It seems that there was a small insurrection, and Scaliper II was locked in jail, for "Bein' a despotic prick, the arsehole" according to official records. While he remained captain of the militia, rule of the fortress was turned over to someone assumed to be a more reasonable leader.

Well, that ends my turn. Winter turned out to be much less eventful than I had hoped, but whatever. In the meantime, I'll be handing the save over as soon as I get it uploaded(just a couple minutes).

Note to the next overlord:

For the love of beards, Armok, and all that is dwarvenly, do NOT let the military get into a fight any time soon. They're still almost exclusively below second level of skill in anything combat related. On the bright side, the bunker is clear to build in as you see fit. Also, don't mess with my room or tomb!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 16, 2012, 05:11:48 pm**

Well...sorry for the triple post, but my edit function isn't working. :(

Anywhom, save is here (http://dffd.wimbli.com/file.php?id=6318)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 17, 2012, 01:46:31 am**

In the next turn, could somebody please post a status picture of the fort, to see the number of dorfs, food, number of soldiers, etc...

And how's my dorf?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 17, 2012, 08:24:51 am**

I got the save, though I'm not sure how much I can play before this weekend (this entire weekend however is set aside for Deathgate, so my turn should be relatively quick).

Quote from: NRDL on May 17, 2012, 01:46:31 am

In the next turn, could somebody please post a status picture of the fort, to see the number of dorfs, food, number of soldiers, etc...

And how's my dorf?

I can't find your dwarf on the list (unless it was given a nickname beside NRDL). I'll look through the dead dwarf's list and see if they're there instead.



The fort it seems is in relatively good shape. We're really at the point that short of epic mismanagement, or a goblin siege from hell, I don't think the fort will go easily ...

scaliper did a pretty good getting the military re-organized and even assigned profession titles so you can easily see at a glance on the units list who is who. As a note thought, you really have to set it to use exact matches vs. partial matches, or something dwarf's will equip crappier items. One of the axedwarf's is using a bismuth bronze shield and iron equipment! (I've found that steel armor with candy robes seems to work the best, but I doubt we have enough candy to rework all the equipment ...)

Hell, we had a kid grow up in Deathgate; how freaking often does THAT happen in a succession game? (let alone DF in general)

As it stands, two more kids should turn 12 on my turn and become adults, and another two on the year after. With our food/drink reserves as they are, we could probably breed our way up to the popcap without too much trouble (except waiting 12 years for the worms to become adults).

Anyway, I'm going to continue the military work, do a fair bit of cleanup, and see if I can secure DG's future. Expect my first update tonight.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 17, 2012, 08:55:18 am**

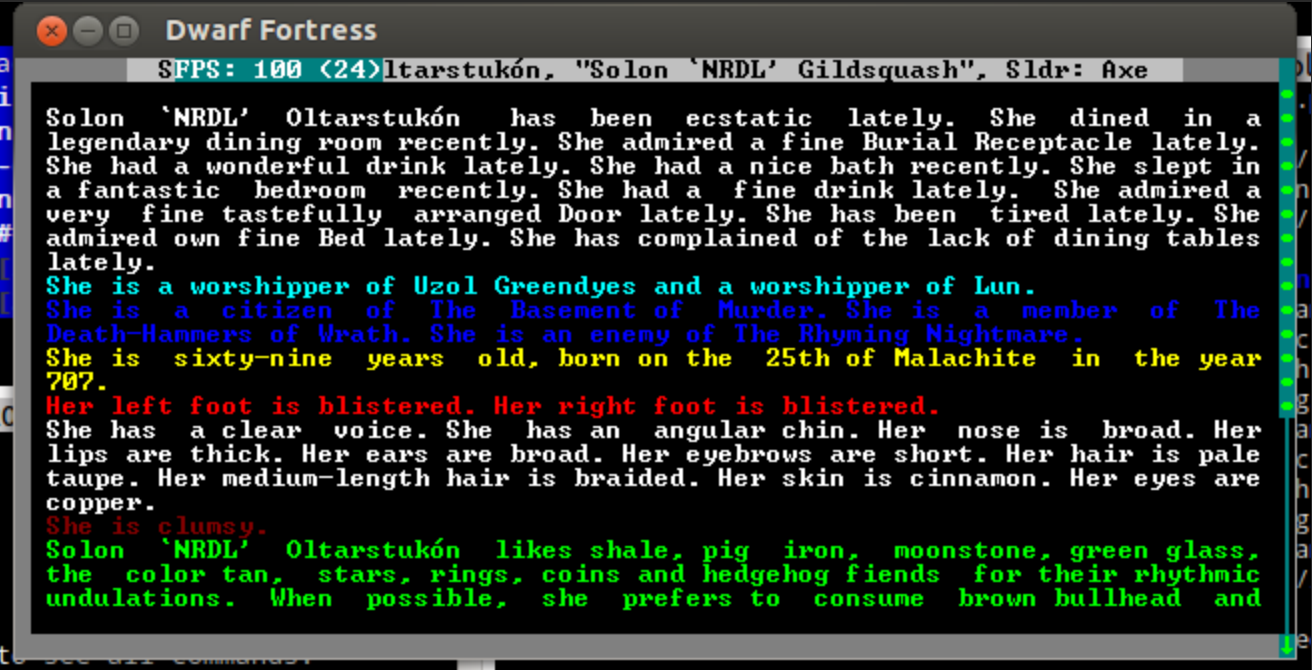
Well then, please dorf me as NRDL ( Axedwarf ) so that future overseers can tell whether or not I'm dead.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 17, 2012, 11:50:06 am**

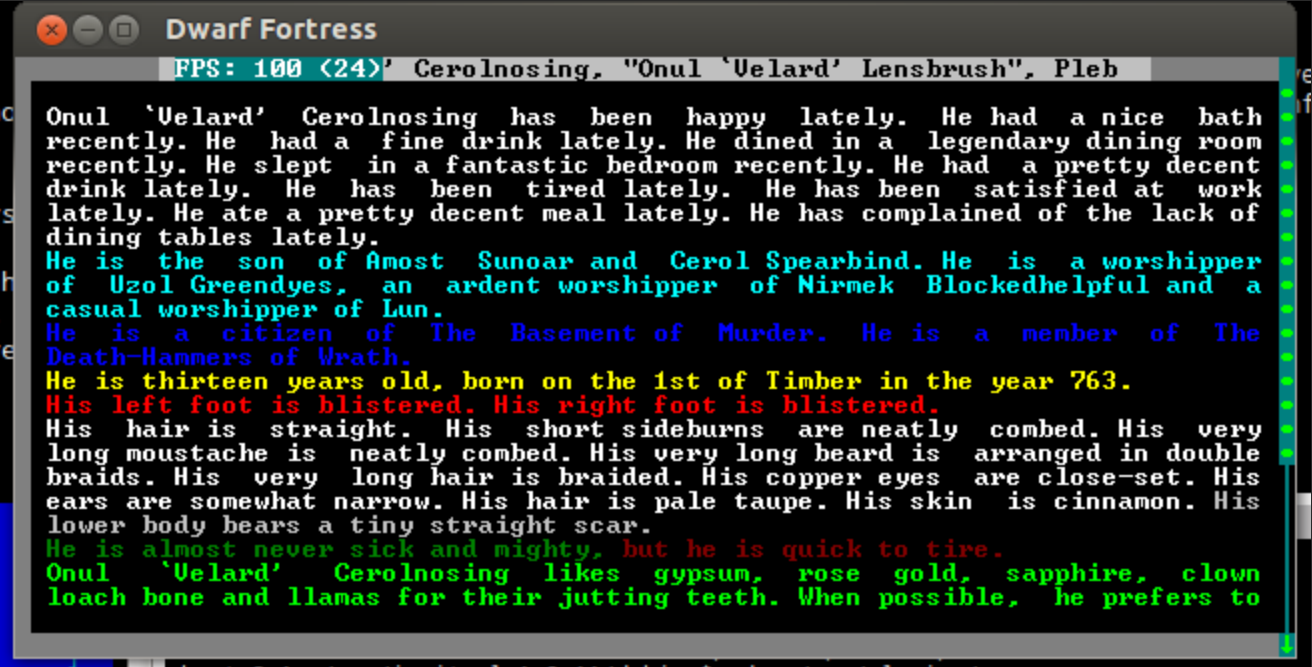
Dorf me as Velard, and just in case you missed it, I'd like a turn.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 17, 2012, 12:44:43 pm**

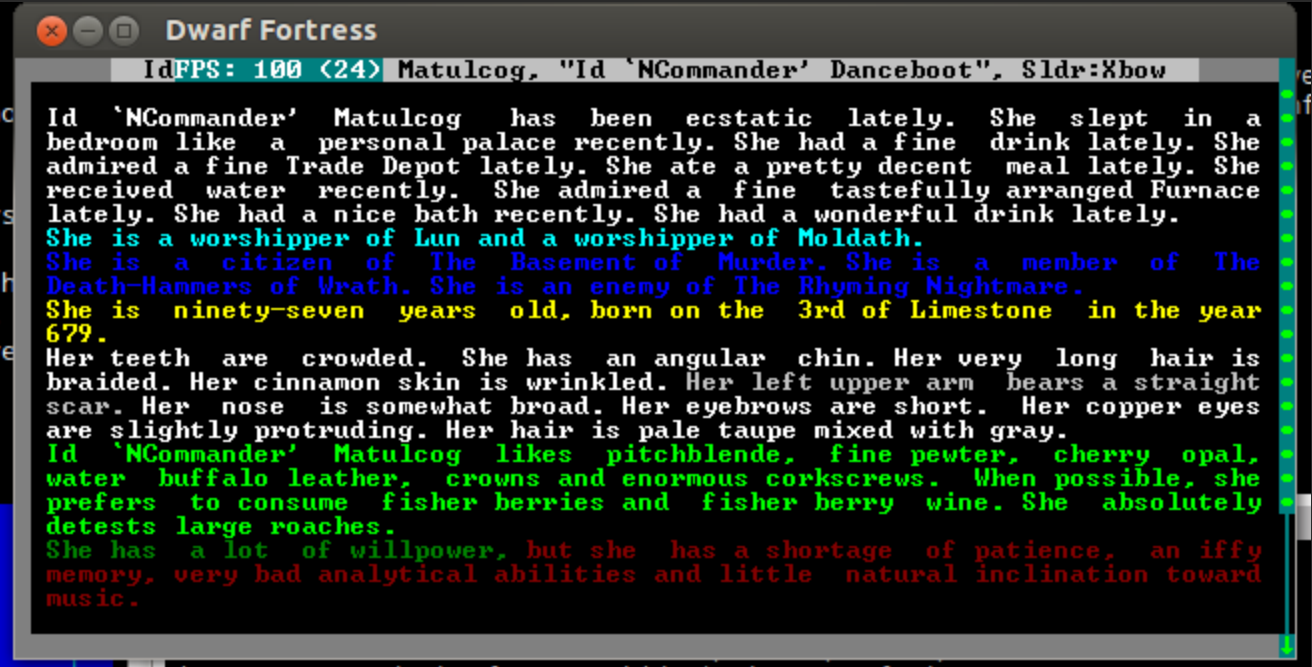
Dwarfed myself, Velard, and NRDL. Need to look back to see if there are anyone else who needs dwarfing. (As a note, I changed how DF shows nicknames in my game, which is why these screenshots might look weird to some people)



NRDL became one of our legendary miners/axedwarf. Legendary miners do SCARY things to enemies.



Velard, since you didn't specify a preference, I made you the newest adult in DG. As a hauler, you probably have the longest life expectancy of anyone in DG at this moment.



I claimed the legendary siege operator, and only red. She is one of the survivors of the original marksdwarf squads and I think has been around since we breached hell (will check in legends momentarily; if anyone wants the legends history of their dwarfs, just ask).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 17, 2012, 03:46:29 pm**

OOC: Here's a prelude to my turn which I wrote over lunch. I did take a more in-depth look at the fort, and it seems a mandate was missed recently. Aside from the mayor having an unhappy thought, is there a risk leaving the justice system disabled?

Journal of Id 'NCommander' Matulcog. 27 Obsidian 776  
==

Well, its finally done. Scaliper II's reign has finally been brought to an end. The despotic prick had us all working on his freaking tomb and 'royal' bedroom, while the rest of us try to eek out a living. We've got demons to the right, demons to the left, demons downbelow, and goblins on the top! He even took us off freaking patrol duty on the Hellbunker!



I mean it nice, but what could be more important then shooting demons?!

As I sat around the dining hall the other night, I heard others complaining about Deathgate's overseer. "Scaliper made me do this, Scaliper made me do that, Scaliper made me eat my dog!". That sort of thing. I knew what had to be done as I finished off my barrel of wine.

As it turns out if you want to stage a coup, all it takes is a few drinks, and a brief trip to the armony. Bit surpising how easy it was in all actuality ...

Scaliper, once cornered, agreed to give up his throne. Were it not for his former military service, and the simple fact that he did manage to reclaim the bunker, I suspect we would have had executed him right then and there.

It should have been obvious that our actions had left Deathgate without a leader. Indeed, the thought of who would lead had dawned not long after. This leads us to what I've come to call Id's First Rule.

**Rule One: If you are going to overthrow the ruling idiot, be prepared to take that idiot's place.**

Really wish I knew rule one before I opened my freaking trap.

Seems that since this coup d'Ã©tat was my idea, I should be one to lead Deathgate "to a new and glorious future, yadda yadda yadda".

Bloody hell, I'm a Marksdwarf and a Seige Operator, not an overseer! It seems there's nothing I can do about it. My compatriots will not hear a word otherwise. Seems I'm doomed to this fate ...

**28 Obsidian 776**  
===

I spoke to Scaliper this morning in the barrack. Turns out that he didn't force those freaking idiots to do jack. Nor did he force any dwarf to eat their dog. I spoke to those bozos immediately following. The conversation went something like this:

"So, did Scaliper really force you to eat your dog?"

"Uhhh ... no. Was a bet. But, you know, that's alright. Overseer always supposed to prevent us from doing something stupid, right?"

I punched his lights out then proceeded to bang my head on the wall. This led me to formulating Id's Second Rule.

**Rule Two: No matter what you do, somehow, someway, someone will always blame the overseer. Even if you didn't do anything ...**

Now knowing rules one and two, I **really** wish I didn't open my trap.

As an apology for usurping him out of office, I've let him keep the position of militia commander.

My term officially starts tomorrow. Already I can tell that there is a lot to be done. I saw Ducim clanking by with a half-adamanite/half-iron set of armor, and I can suspect some of the other idiots that serve as our military probably went and did the same thing.



I however have a grand plan on how to turn our army of losers into an army of winners ...

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **May 17, 2012, 06:19:56 pm**

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I just finished reading this, it's awesome. I felt the need to leave my mark on his place, even if it is just a blood smear.

Name: Thaddeus  
Job Name: Saint of lost causes  
Profession: Any that will involve me dying quickly

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 17, 2012, 09:01:18 pm**

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Quote from: renegadelobster on May 17, 2012, 06:19:56 pm  
Profession: Any that will involve me dying quickly

At least narrow it down a little, in Deathgate, that could be anything. Not even Potashmakers are safe.

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Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **May 17, 2012, 10:21:04 pm**

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Heh heh, well, whats there to pick from?

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 17, 2012, 10:27:44 pm**

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Is my dwarf still living in his fancy bedroom in the Hellbunker?

---

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 17, 2012, 10:38:59 pm**

---

The one I melted?

8)



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **May 17, 2012, 10:45:25 pm**

How's about a swordswarrior if there are any, with a candy sword and, if possible, naked. So that all any who oppose Deathgate will know our insanity!!!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 18, 2012, 02:46:00 am**

Legendary miners ARE deadly

...

When using a pick. Which is useless against demons it acts much like a spear, to my limited knowledge.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **May 18, 2012, 03:29:31 am**

Quote from: NRDL on May 18, 2012, 02:46:00 am  
Legendary miners ARE deadly  
...  
When using a pick. Which is useless against demons it acts much like a spear, to my limited knowledge.

Picks act like a lot of things. They have a few different surfaces to work with, unless I'm mistaken.

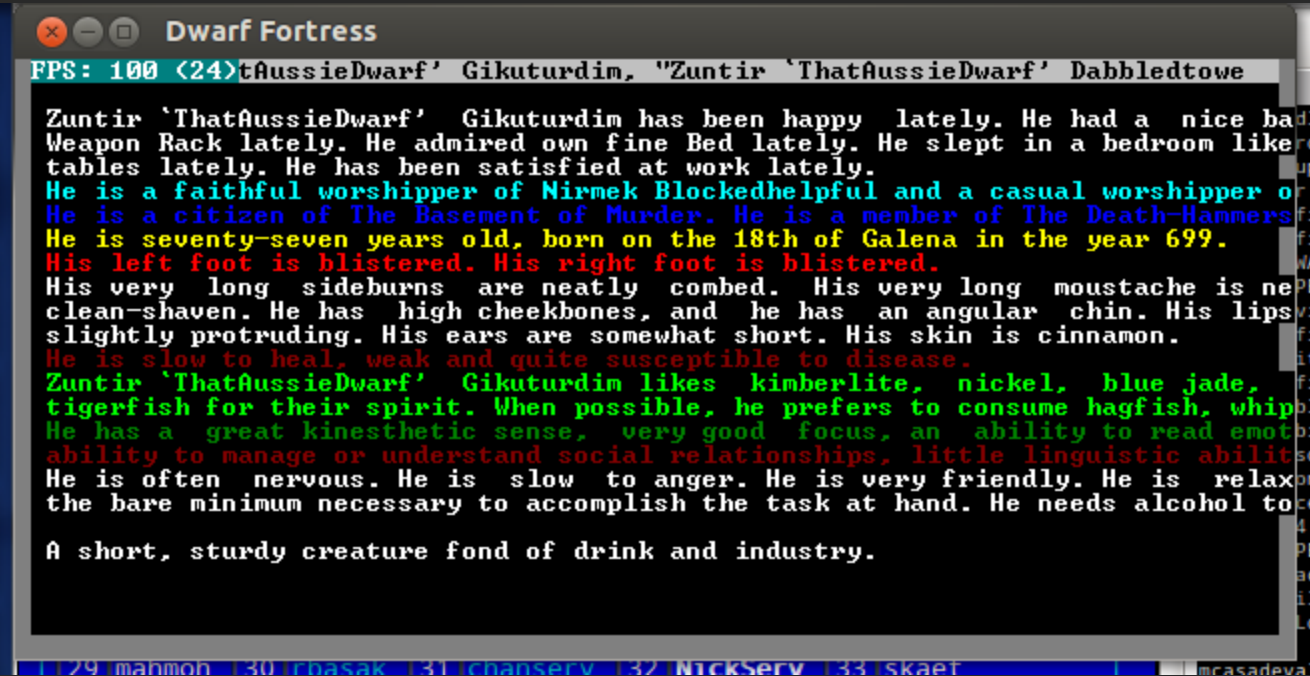
Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 18, 2012, 11:42:42 am**

Also, last I heard, spears are very effective against demons, forgotten beasts, et cetera.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 18, 2012, 04:54:01 pm**

Quote from: ThatAussieGuy on May 17, 2012, 10:27:44 pm  
Is my dwarf still living in his fancy bedroom in the Hellbunker?

He's currently detailing the floor of the hellbunker, and has recently had a nice bath. His belongings list says he has a royal bedroom, though I've yet to find if.



Also, a note to future overseers, if you go to Stocks->Stone, be prepared to wait awhile before the game finally recovers from Deathgate's awesomeness.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 18, 2012, 05:29:46 pm**

Can I get a look at how our military is doing?  
Like how many soldiers there are, how many archers/arbalests and siege operators we have? and a short look at our training facilities?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 18, 2012, 06:37:53 pm**

Quote from: Velard on May 18, 2012, 05:29:46 pm  
Can I get a look at how our military is doing?  
Like how many soldiers there are, how many archers/arbalests and siege operators we have? and a short look at our training facilities?

I'll be going more into detail on our military during my update, but we have 7 archers, all between 5-7 in Markswarrior, 11 Axedwarriors, and a Spearwarrior (who is VERY unhappy). Found out we didn't have adamantite shields at all, so switching the military to exact matches didn't QUITE work the way I wanted it to. Also shifted some of the nobles around so they weren't military dwarves. There are a few barracks across the fort but the main one is in the Hellbunker.

Stonesense managed to render the fort without falling over (the lag is impressive though), so I can post a stonesense tour of Deathgate if anyone wants. Eh, I'll do the tour regardless in-character. Works well for the plot of my turn. I'll see if I can get Overseer/Virtual Fortress to work, as some areas don't render well such as the temple.

We also have one legendary siege operator (who is my dwarf), and is one of the marksdwarriors.

DG with temp on is going a "heathly" 15 FPS, so this is going to take awhile, I've played the first month out, and will post an update tonight/tomorrow.

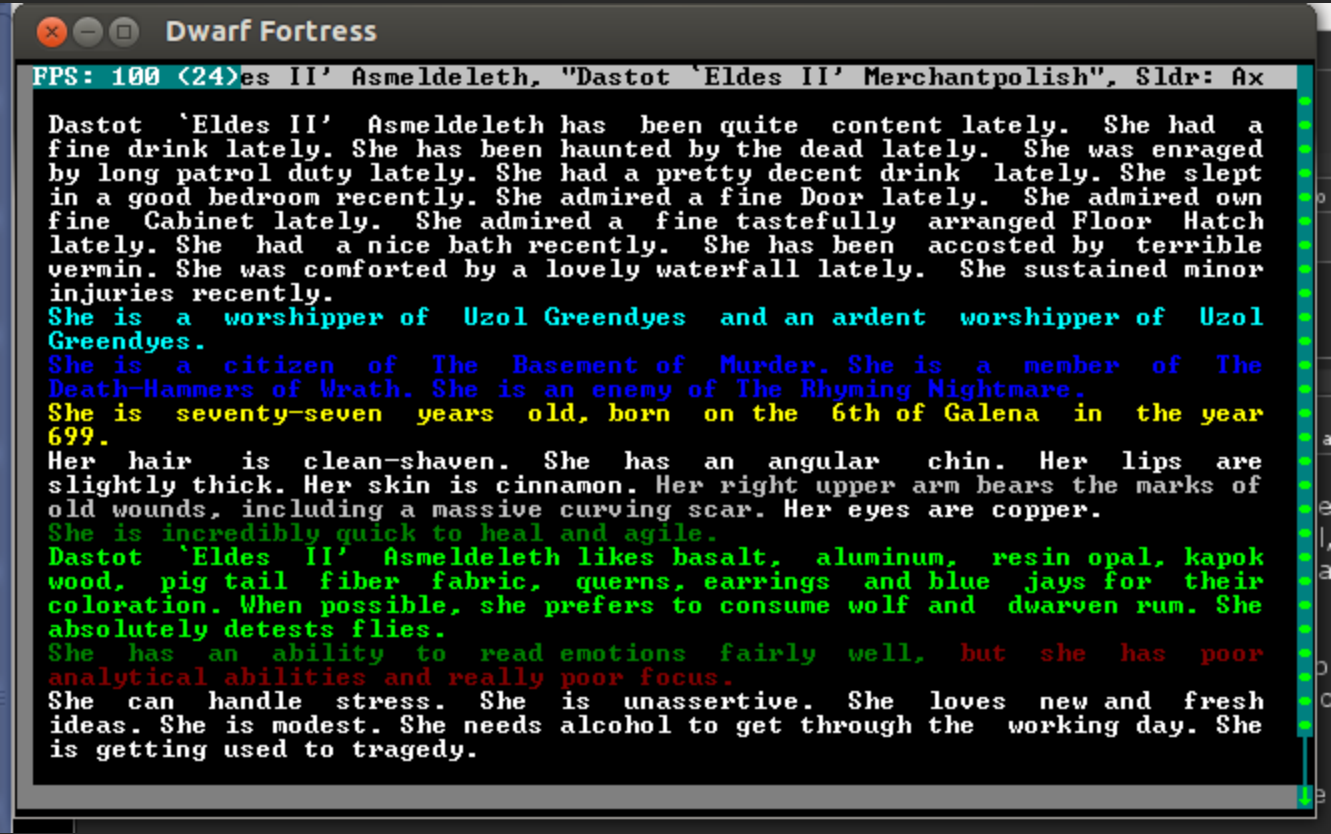
Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 18, 2012, 06:58:10 pm**

Hey, could you redwarf me as Eldes II and add me to the list for a second turn? Maybe this time I'll get more than a few weeks in before failing miserably. I have some ideas for the hellfort...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 18, 2012, 07:02:58 pm**

Quote from: Eldes on May 18, 2012, 06:58:10 pm  
Hey, could you redwarf me as Eldes II and add me to the list for a second turn? Maybe this time I'll get more than a few weeks in before failing miserably. I have some ideas for the hellfort...

Done, you are one of our Axedwarfs.  
(if you want a male dwarf, I'll switch it, but I need to run, so this is the last thing I'm doing with the save tonight)



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **May 18, 2012, 07:15:31 pm**

Could you dwarf me please?

Name: Thaddeus  
Job Name: Saint of !!FUN!!  
Profession: Axedwarf

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 18, 2012, 07:24:37 pm**

Eh, that's fine, knowing this fort, I'll probably die in my first skirmish anyway. :D

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **tryrar** on **May 18, 2012, 07:51:09 pm**

so is my dorf still alive? And if not, another redorf as a military dorf(still hoping to match my first incarnation's awesomeness as the most badass dorf of the fort)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eoganachta** on **May 18, 2012, 08:42:58 pm**

Is Eoganachta still alive or is he demonbait? If he's lying in one of those coffins I paved the road to hell with then could I get a redorf. Same name, military profession, swordsdwarf if possible otherwise give me an axe! Thanks

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 18, 2012, 08:54:25 pm**

NCommander, you're letting my dwarf labour away with blistered feet? Slave-driver >.>

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 18, 2012, 10:04:36 pm**

I do apologize the slow update on the main post. Diablo 3 may have somewhat swallowed my life.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 19, 2012, 12:10:10 am**

Um...last I looked, there were 2 speardwarfs, one unnamed and the other yours truly. Doesn't translate perfectly, since I opted out of rewriting two squads, so they're in separate squads, but unless I missed something very important, they're both there somewhere.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **May 20, 2012, 12:05:27 pm**

Hey, could I snag a dwarf?  
Name: Raptor  
Job Name: Transmogrifier  
Profession: Marksdwarf if possible, if not, whatever's free.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 20, 2012, 02:42:58 pm**

So where do I fall on the turn list? Am I next, or is there someone between me and NCommander?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 21, 2012, 02:44:12 am**

Quote from: Eldes on May 20, 2012, 02:42:58 pm  
So where do I fall on the turn list? Am I next, or is there someone between me and NCommander?

Sorry, missed your post asking for a second turn, Diablo bender. I'll update the first post.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 21, 2012, 01:56:37 pm**

Quote from: AnimaRytak on May 21, 2012, 02:44:12 am  
Quote from: Eldes on May 20, 2012, 02:42:58 pm  
So where do I fall on the turn list? Am I next, or is there someone between me and NCommander?  
  
Sorry, missed your post asking for a second turn, Diablo bender. I'll update the first post.

I fully understand. If I had money, I'd probably be on a diablo bender myself.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 21, 2012, 08:07:07 pm**

Quote from: Eldes on May 21, 2012, 01:56:37 pm  
Quote from: AnimaRytak on May 21, 2012, 02:44:12 am  
Quote from: Eldes on May 20, 2012, 02:42:58 pm  
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I fully understand. If I had money, I'd probably be on a diablo bender myself.

And what of my turn? I've got time now that it's summer break over here.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 22, 2012, 11:16:41 pm**

Quote from: Velard on May 21, 2012, 08:07:07 pm  
Quote from: Eldes on May 21, 2012, 01:56:37 pm  
Quote from: AnimaRytak on May 21, 2012, 02:44:12 am  
Quote from: Eldes on May 20, 2012, 02:42:58 pm  
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I fully understand. If I had money, I'd probably be on a diablo bender myself.  
  
And what of my turn? I've got time now that it's summer break over here.

I'm hesitant to re-add you to the list. Every time your turn has come up, you have missed it entirely.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 23, 2012, 03:42:54 am**

As a note, this weekend (and the last two days) were somewhat of a bust trying to play Deathgate with the fort running a glacier 7 FPS on my laptop (I screwed something unrelated up, I'll probably use the desktop as its somewhat faster tomorrow to finish Spring). Its still "playable", but I've only gotten a month and a half in.

While my laptop is struggling ATM, I did manage to take decent screenshots of the fort in Stonesense so the tour will get written up with my next update (likely tomorrow). I also have updates covering my actions in DG up to this point; been somewhat quiet, but that doesn't mean you can't make your own excitement.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 24, 2012, 02:08:05 pm**

We need to get someone who has access to, like, a university supercomputer or something, to run this beast through a few dozen years so we can get our population back up.  
  
hehe, that'd be awesome.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **arclance** on **May 24, 2012, 03:28:01 pm**

Quote from: kefkakrazy on May 24, 2012, 02:08:05 pm  
We need to get someone who has access to, like, a university supercomputer or something, to run this beast through a few dozen years so we can get our population back up.  
  
hehe, that'd be awesome.

I have access to one but I can't install the dependencies needed to run Dwarf Fortress on it and it has a lower individual clock speed (200+ core 3.0 GHz) than my desktop computer (HT quad core 3.4 GHz). Since Dwarf Fortress is single threaded it would run faster on my desktop than the supercomputer which is intended to run very multi-threaded (10 - 200+) processes. I would also have to play it in text mode over ssh (no dfhack, no Dwarf Therapist) since I am not setup to use the graphical terminal at the college.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **dwarfkoala** on **May 24, 2012, 05:11:12 pm**

Another great FPS lowering plan defeated :(



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ignatzami** on **May 24, 2012, 06:53:49 pm**

Quote from: dwarfkoala on May 24, 2012, 05:11:12 pm  
Another great FPS lowering plan defeated :'(

Why not drop the save on a machine, get things set up as smoothly as possible, and let it run. Sure, it might take a week, or two, or three, but with seasonal backups it should be doable.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 24, 2012, 08:59:39 pm**

Quote from: ignatzami on May 24, 2012, 06:53:49 pm  
Quote from: dwarfkoala on May 24, 2012, 05:11:12 pm  
Another great FPS lowering plan defeated :'(

Why not drop the save on a machine, get things set up as smoothly as possible, and let it run. Sure, it might take a week, or two, or three, but with seasonal backups it should be doable.

That's kind of my plan for the fort, except with less inactivity and more ignoring all unnecessary things and dumping crap directly into magma.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 24, 2012, 11:17:44 pm**

I managed to get the frame rate up in the past via murder. Mostly of turkey and goats with a few hundred cats. Doing this to our animal population will speed things up tremendously.

Also, atom smashers for stone will be useful. There are tons and tons of stone boulders throughout the fort and destroying them will clear them from memory, speeding things up.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowdertea** on **May 25, 2012, 01:41:14 am**

Nooo! Our army of darkduckness must live (or at least turn all of them loose in HELL!)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 25, 2012, 02:28:24 am**

Quote from: AnimaRytak on May 24, 2012, 11:17:44 pm  
I managed to get the frame rate up in the past via murder. Mostly of turkey and goats with a few hundred cats. Doing this to our animal population will speed things up tremendously.

Also, atom smashers for stone will be useful. There are tons and tons of stone boulders throughout the fort and destroying them will clear them from memory, speeding things up.

You could probably get a few more frames per second by straight-up murdering the nesting room stuffed full of animals in the upper fortress area. It's the one somewhere near the main entrance, give-or-take a z-level

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 25, 2012, 02:33:49 pm**

Quote from: ThatAussieGuy on May 25, 2012, 02:28:24 am  
Quote from: AnimaRytak on May 24, 2012, 11:17:44 pm  
I managed to get the frame rate up in the past via murder. Mostly of turkey and goats with a few hundred cats. Doing this to our animal population will speed things up tremendously.

Also, atom smashers for stone will be useful. There are tons and tons of stone boulders throughout the fort and destroying them will clear them from memory, speeding things up.

You could probably get a few more frames per second by straight-up murdering the nesting room stuffed full of animals in the upper fortress area. It's the one somewhere near the main entrance, give-or-take a z-level

Yeah, murder always seems to be the answer, doesn't it? I made a note of that room when I downloaded an earlier save. I'm going to butcher all but one breeding pair of every animal on the fort, as well as make some drastic alterations to the architecture that, if I'm right, should boost us by at least 10 FPS.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **May 25, 2012, 03:59:39 pm**

Quote from: Eldes on May 25, 2012, 02:33:49 pm  
I'm going to butcher all but one breeding pair of every animal on the fort, as well as make some drastic alterations to the architecture that, if I'm right, should boost us by at least 10 FPS.

I hope you ment every animal *besides ducks*.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 25, 2012, 08:04:22 pm**

You *better* leave the ducks alone. If you want to do something with them, pull the lever and do a deploy from the DUCKOTRON.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **May 25, 2012, 10:00:42 pm**

Quote from: kefkakrazy on May 25, 2012, 08:04:22 pm  
You *better* leave the ducks alone. If you want to do something with them, pull the lever and do a deploy from the DUCKOTRON.

I make you no promises. My first goal is FPS. Besides, I'll leave a breeding pair, so any future overseer can have a new ducksplosion whenever they want.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 25, 2012, 10:33:11 pm**

You will HAVE a ducksplosion if you open the DUCKOTRON. Trust me! They're in there like sardines.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **dwarfkoala** on **May 25, 2012, 11:35:07 pm**

I can't wait for that overseer that intentionally triggers a duckspllosion :D

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **May 28, 2012, 10:30:24 am**

Quote from: AnimaRytak on May 22, 2012, 11:16:41 pm  
I'm hesitant to re-add you to the list. Every time your turn has come up, you have missed it entirely.

Hey, I missed it twice, but this third time will be the charm. I won't be busy at all when my turn arrives. One more chance, Rytak?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **May 28, 2012, 05:04:59 pm**

10 day breaks between posts in unacceptable NCommander.

I'm pretty patient when it comes to Deathgate and overseers, but I'm not going to allow people to vanish for a week without any updates. I've been too lax about this.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 29, 2012, 12:17:44 am**

Quote from: AnimaRytak on May 28, 2012, 05:04:59 pm  
10 day breaks between posts in unacceptable NCommander.  
  
I'm pretty patient when it comes to Deathgate and overseers, but I'm not going to allow people to vanish for a week without any updates. I've been too lax about this.

Update will be up in a few hours. Doing the writeup now. This week decided to really be a \$#!@.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 29, 2012, 02:07:36 am**

OOC: I've included details from the legends dive I did a few pages ago, and other tidbits I found for readers who only follow the turns, and not the entire thread. This post is also getting really long so I'm breaking it into multiple parts as I write it up. I should have most of Granite/Felsite written up tonight, with the end of spring/beginning of summer tomorrow.

**Journal of Id 'NCommander' Matulcog, 1 Granite 777**  
===

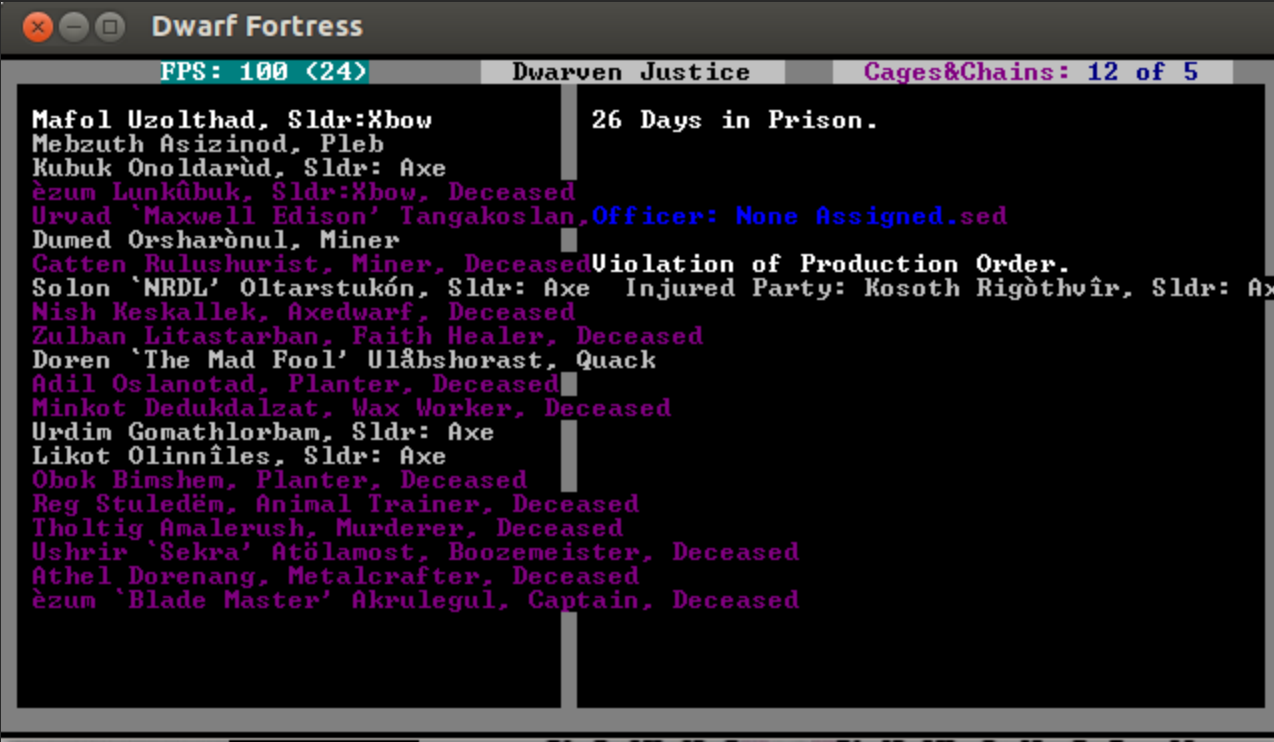
So I've officially been sworn in as overseer. Guess I should probably actually do some overseeing. Can't be THAT hard, can it?

As I settled into the overseer's office, I found myself confronted by stacks and stacks of papers. Counts of stocks, reports from the chief medical dwarf, and various other tidbits of useless information. I swear, I'll be a legendary organizer by time I'm done going through all this crap.

One note in particular immediately catches my eye. A production mandate for something or another. Closer examination revealed that it already expired. Guess that explains why the mayor was complaining the other day.

Kosoth Rigòthvîr has been quite content lately. She had a nice bath recently. She admired a completely sublime Paved Road lately. She ate a pretty decent meal lately. She was upset by having a mandate deadline missed lately. She has been haunted by the dead lately. She admired a very fine tastefully arranged Statue lately. She has complained about the draft lately. She was upset by the delayed punishment of a criminal.

The mayor was also pissed about how criminals seem to walk free.



A look at the justice records and the assignments chart revealed why ...

**captain of the guard VACANT**

Seems one of the previous administrators managed to kill the last captain. Without a captain or a hammerer, no one is dealing with making sure criminals are being properly prosecuted. While I could simply appoint a captain, and please the ~~fucking good for nothing~~ mayor, I don't even know if we have a bloody jail. While I little love for nobles and their mandates, the laws and rules set forth by the king must be obeyed. In addition, at least one dwarf has managed to earn a beating. I dare not risk our few dwarfs dying in jail due to starvation because someone was too lazy. For the time being, the position of captain will remain vacant until I can insure the inmates survival of their jail term. It doesn't help that we're so few in numbers.

Few seem to want to migrant from mountianhome ever since-

**Mountainhome Râshinod Okbodgeshud, "Deathgate the Doom-Fortress"**

WHAT THE FUCK? WE'RE THE MOUNTIANHOME?

When the hell did that happen?!

I've lived in Deathgate for over 20 years, and this is the first I've heard of it! Where was the announcement, where was the parade? Hell, more importantly, where is the fucking king?!

Id 'NCommander' Matulcog cancels Oversee Deathgate, Desperately Needs A Drink

2 Granite 777  
===

Ok, I feel better now that I finally polished off that barrel of fisher berry wine. Good stuff. Makes this job easier.

This mountianhome business is most troubling. Due to the short tenure of Deathgate's previous overseers, the fortress records are scattered, and in places, maddeningly incomplete. As best as I can tell, we "became" a mountianhome shortly before the breach into hell itself. As to why, I do not know ...

For the moment, I find that we have more pressing issues to take care of us. When time permits, I will look into it more in-depth. I've corrected the military rosters so that everyone would be equipped adamanite equipment, just to find out that we are severally lacking in shields ...

```
iron shields [229]      HFD
copper shields [170]   MFD
bronze shields [14]    F
steel shields [6]      F
bismuth bronze shields [11] F
adamantine shield      F
```

In addition, we lack any armorsmith whom can forge high quality armor components. While training up a new armorsmith is relatively straightforward, our general lack of hauling power means that workshops quickly become cluttered and virtually unusable. At least three of the mason workshops were cluttered to the point of uselessness.



I had said workshops deconstructed and will reconstructed them once the clutter is cleared. If it is indeed cleared. I've re-assigned one "Atomic Avocado" from farming duty to armorsmithing and have him practice with copper until which point he can be trusted to work with our adamanite stores. Our foodstuff piles are fortunately to the point that we could go several years without crops and still survive.

Until Atomic has become a legendary armorsmith, the military will have to make do with what's available. On that note, I've reassigned the marksdwarf's squad to use adamanite armor as we have an excess aside from shields. If "The Gilded Fields" should ever find themselves in melee combat, we will at least have a fighting chance.

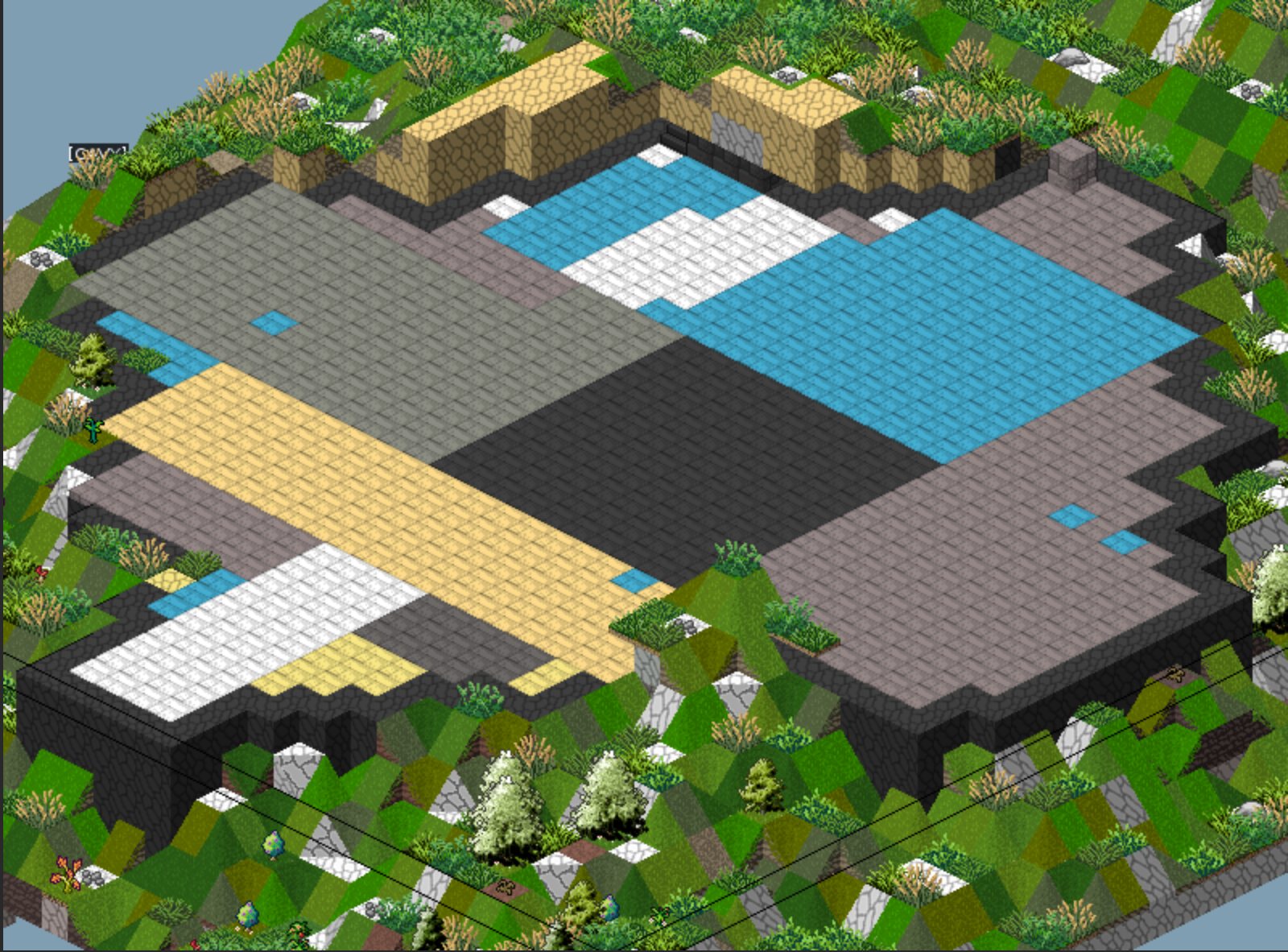
I've also noticed that several of overseers, myself included, have had issues understanding the layout and design of Deathgate. As such, I'm amending a tour of sorts to this log, with the best hand-drawn pictures I could muster. Those years of study under "Stonesense" McUrst will not be wasted ...

Id's Illustrated Guide to Deathgate  
===

I suppose I should start at the very top as the case may be ...

Spoiler: [IMG: Volcano Cap](#) (click to show/hide)





For those unaware, this might seem like a strange place to have a block floor. Some might wonder if it was an abandoned megaproject, or the results of a crazed dwarf. In fact, its neither. If you were to put your hand on this floor, it would be extremely warm. It is in-fact an artificial cap. It was installed in 561 under the oversight of Blade Master Model 42. As we found, much to our horror, during our siege against hell, demons flew out of this volcano, unphased by their dip in the magma below. While we were able to seal the demons below, this cap is a safeguard to prevent demons from raging free and wrecking havoc across the land. Or at least that was the theory, but I get ahead of myself ...

If one were to look to the left, you can just make out the temple from here.

Spoiler: IMG: Temple Front (click to show/hide)

69, r0

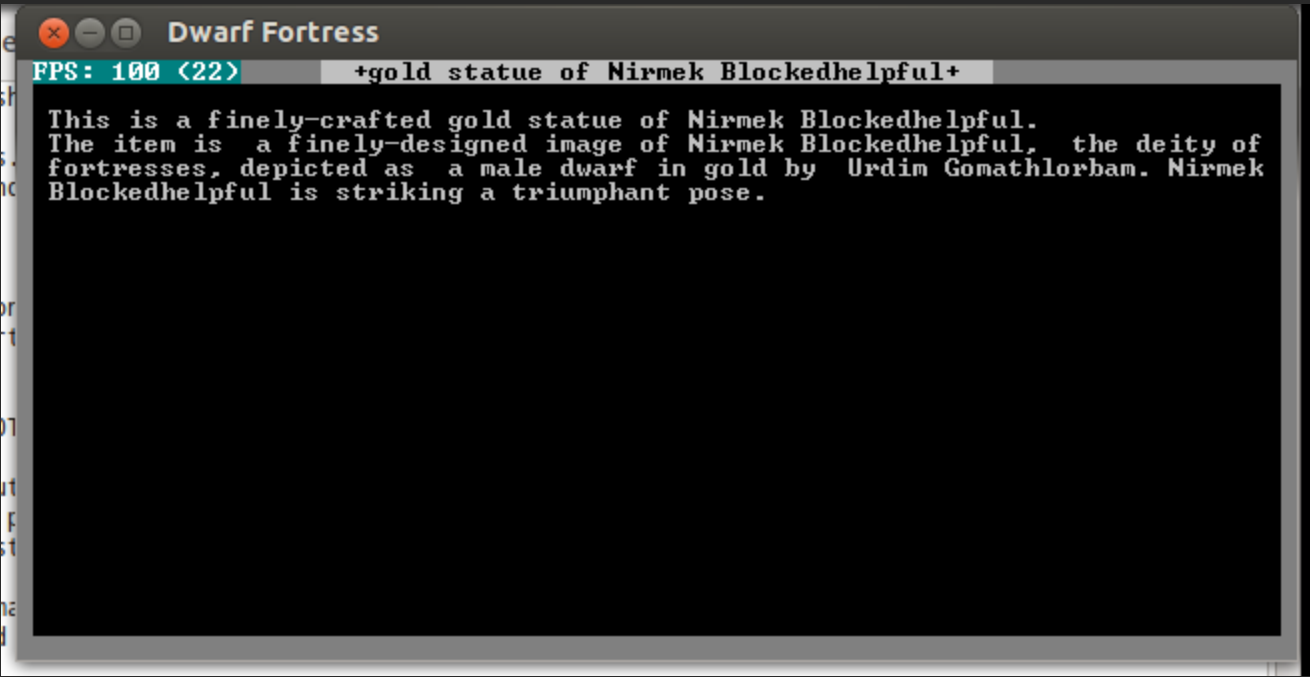


Spoiler: IMG: Temple Rear (click to show/hide)





The Temple to Armok, in all its glory. I believe it was constructed in 769, but records are once again sketchy, as are the reasons for its construction. Built out of the most holy of all stones, obsidian. As one can tell, it adorned with gold statues that represent the lesser gods.



In addition, a gold and adaminite capstone shines its magnificence across the land. As any temple to the Blood God himself, it comes complete with a sacrifice chamber falling several hundred feel onto piles of upright spikes. Sadly, I don't believe we've executed anyone to Armok in several years. Perhaps it would solve our migrant problems ...

Spoiler: [IMG: Temple Interior](#) (click to show/hide)



The magma itself is drawn from the heart of the volcano itself, a testament to the fires that give us all life. Unfortunately, as an oversight during construction, the demoncap on-top the volcano was circumvented as there is no filter between the volcano's magma, and the moats of the temple.

As we have sealed the demons back into hell for the time being, it is of little consequence.



Moving down the hillside, you can see the series of bridges and traps that welcome any visitor to our abode. I am loath to admit it, but the sheer size and height of our entrance makes it difficult for me to draw it, so I apologize that the following drawing will be somewhat crude.

Spoiler: [IMG: Entrance, as seen from the temple](#) (click to show/hide)



These bridges are lined with various weapon and cage traps and are the first line of defense for Deathgate. Many sieges have tried to pierce these defenses, only to fail miserably. For the few who may make it inside, a set of ballistas and catapults are setup to act as a second line. Sadly, beside myself, none of my fellow siege operators remain to operate the machinery. As such, these fortifications simply rust and wither away wondering if they many ever see their call to duty.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 29, 2012, 06:44:32 pm**

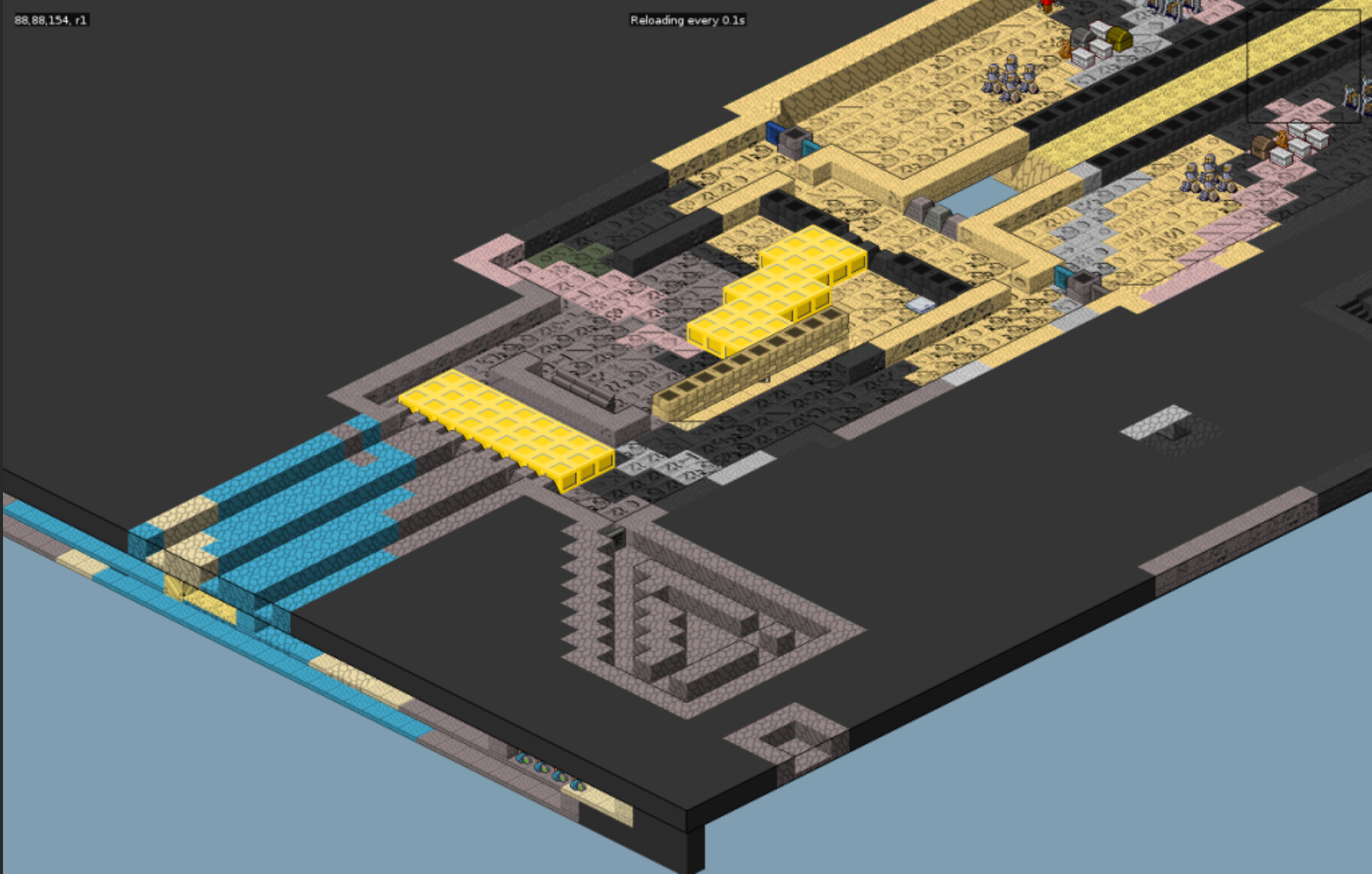
OOC: Making this a second post as I believe there is a limit to the number images in a single post. Full Granite update, is mostly written, and started Slate update. Will be posted within the next few hours

**Id's Illustrated Guide to Deathgate, Part 2**  
===

Moving inward, you can now clearly see the the grand hall all visitors pass as they enter. Sadly, my drawing skills fail me once again as I can not accurately draw the wonderfulness that are siege machines.

Spoiler: [IMG: Entrance Hall](#) (click to show/hide)

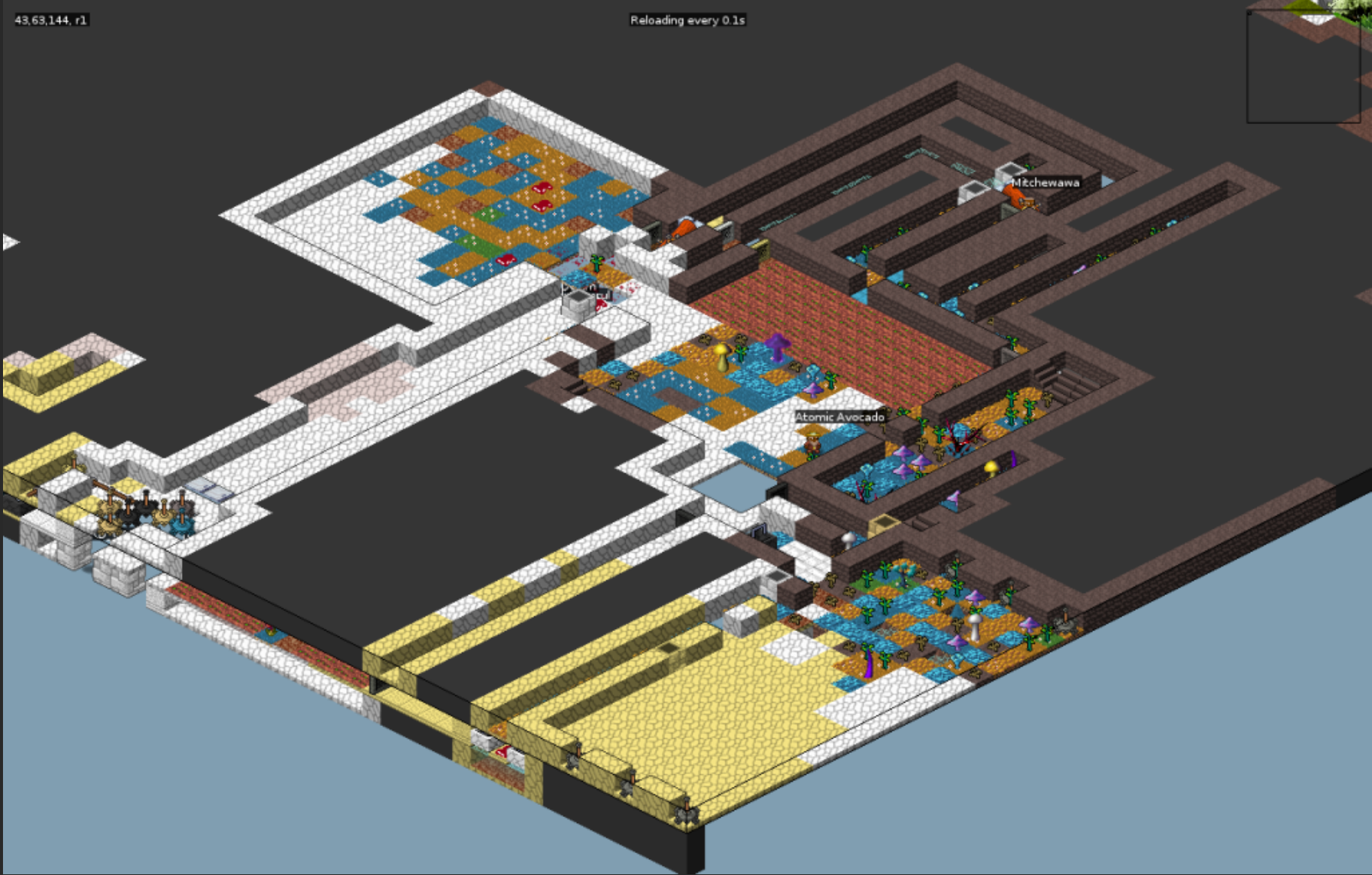




[/spoiler]

There's little more to say about our entrance, so lets make our way downwards towards farms, and the water reactors. Most of upper Deathgate has been abandoned in favor of the lower fort, and the Hellbunker. I can still remember a time where these halls were crowded with hundreds of dwarfs.

[spoiler=IMG: Farming level]



These farms provide the bulk of our food and booze. Here you can see Atomic Avocado tending his fields just before I sent him off to become Deathgate's newer (and only) armorer. Those hallways by Mitchewana are the feed passages for the trade depot drowning chamber. Operated by two manual screw pumps, they draw water up from the aquifer, and into depot. A second pump allows for easy drainage. It has been used for great effect at effortless caravan drowning. Various overseers have chose to deploy it as a more dignified way to seize goods.

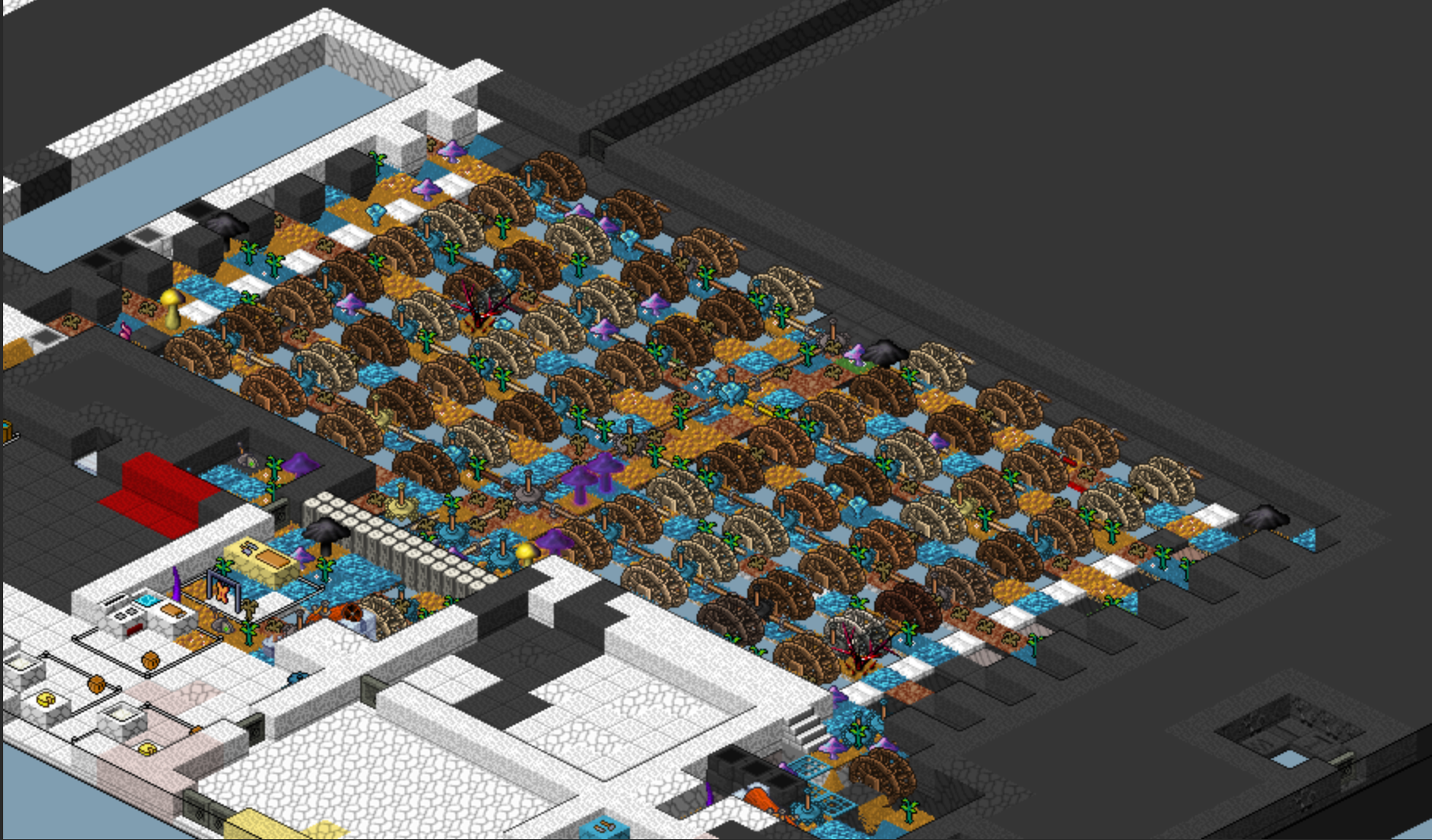
While I feel that drowning our few visitors does little to help our reputation in the outside world, I do feel that such a device could use some improvements; drowning afterall is such a simple way to deal with one enemies. Perhaps if one were to add one of the most lethal of aquitic enemies, the carp, to the mix ...

Directly below them, we have the two water reactors.

First up is Deathgate's original water reactor, the BATTERERY.

Spoiler: [IMG: The BATTERERY](#) (click to show/hide)





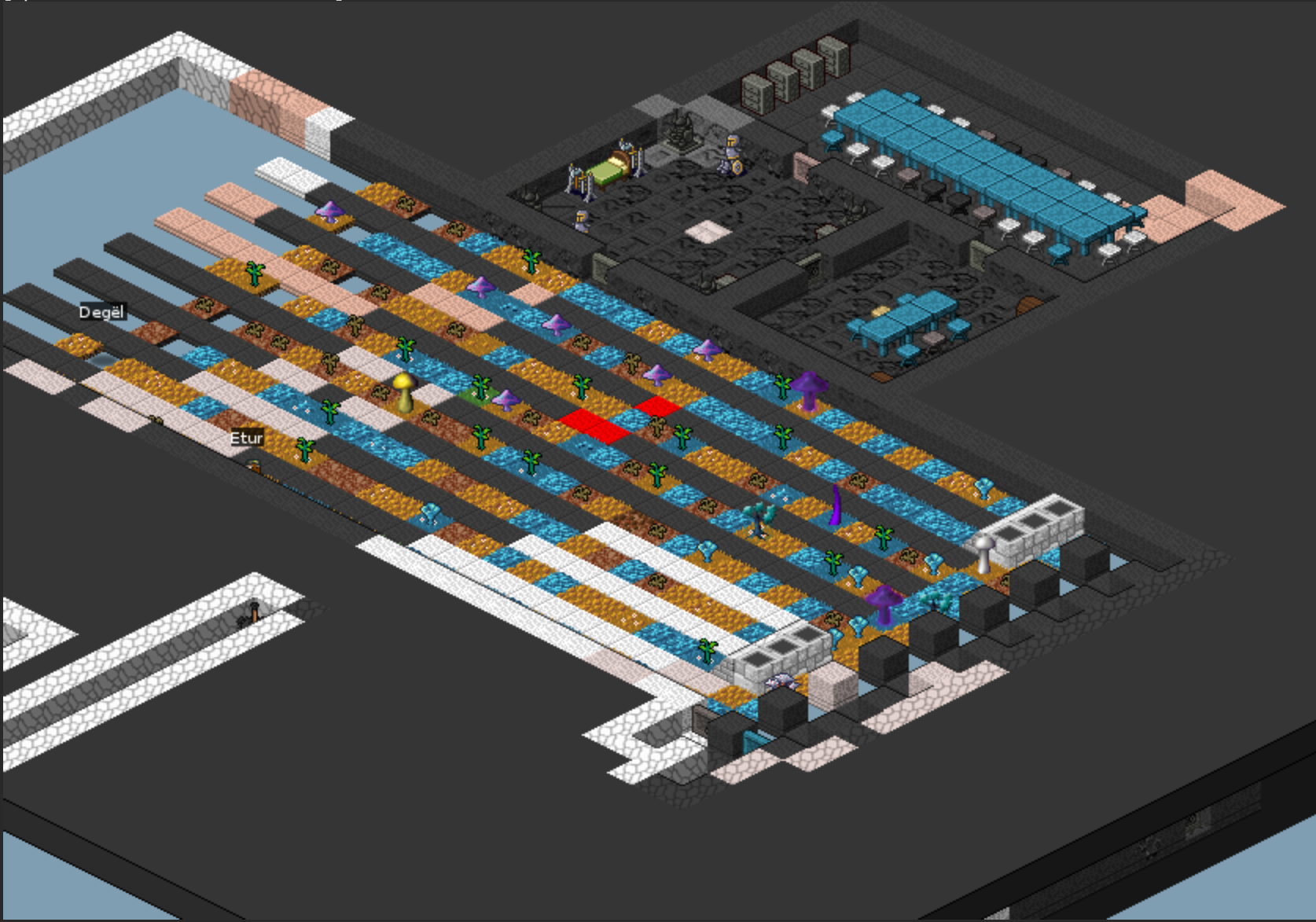
Built during Deathgate's second year, it is a first generation design, using 48 waterwheels drawing power from the aquifer in such a way to keep the water circulating on an infinite loop. A series of screw pumps kept the water in constant circulation between the aquifer, and the intake channels. Humans believe such "perpetual" motion machines are simply impossible, but they simply do not understand the elegance of dwarven engineering.

At peak performance and a few minor design tweaks, the BATTERY could generate up to 4000 kilo-urists of power. Despite this marvel of machinery, for many years, the BATTERY was only used to operate a single milestone. One could say it was the most vastly overpowered milestone in history.

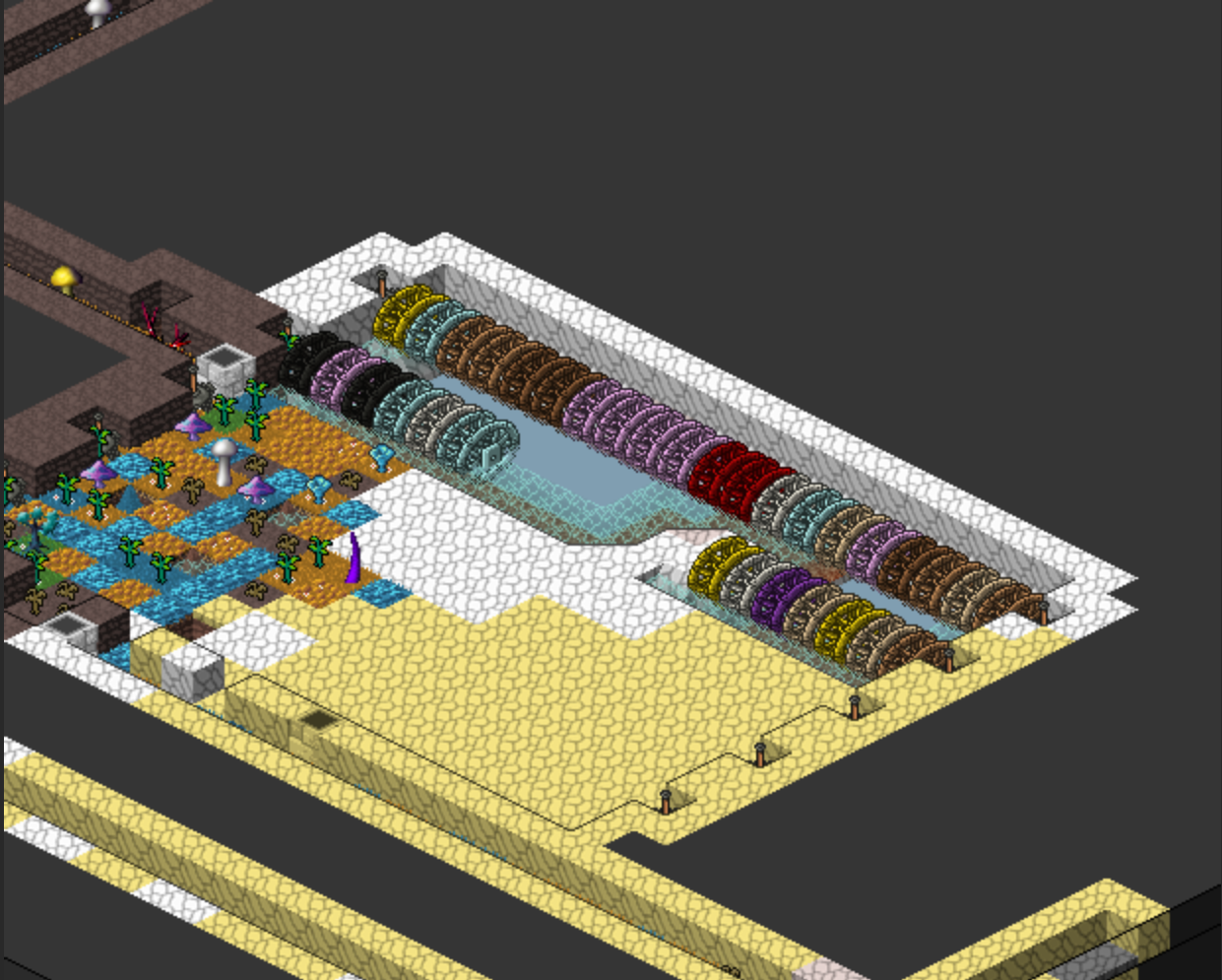
Unfortunately, the BATTERY was accidentally disabled several years ago. Although I'm unsure of the extent of the damage, at the very least, many trees have started growing in the channels below the device thus preventing the wheels above from turning. In additional, many of the pumps that once powered the BATTERY were removed and installed in its successor.

It now only stands as a relic of earlier times ...

[spoiler=IMG: BATTERY Trees]

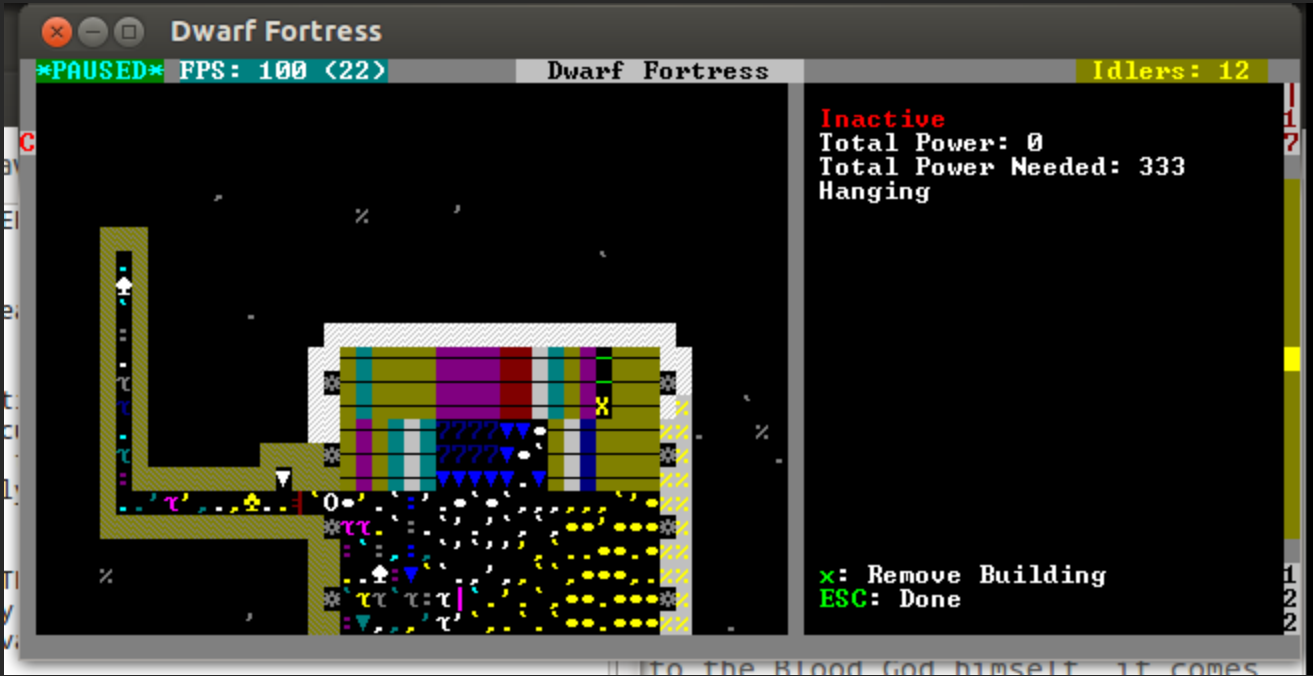


[Spoiler: IMG: The BATTERY \(click to show/hide\)](#)



This is the BATTERY. As with the drowning chamber, it was designed by TheAssuieGuy, and is a second generation design. Instead of depending on pumps to artificially create a waterflow, it instead creates a flow within the aquifer itself, and draws power from it. I still have issues grasping the basic concept, but it seems relatively straight forward enough.

Unfortunately, it appears that the BATTERY has become non-functional ---



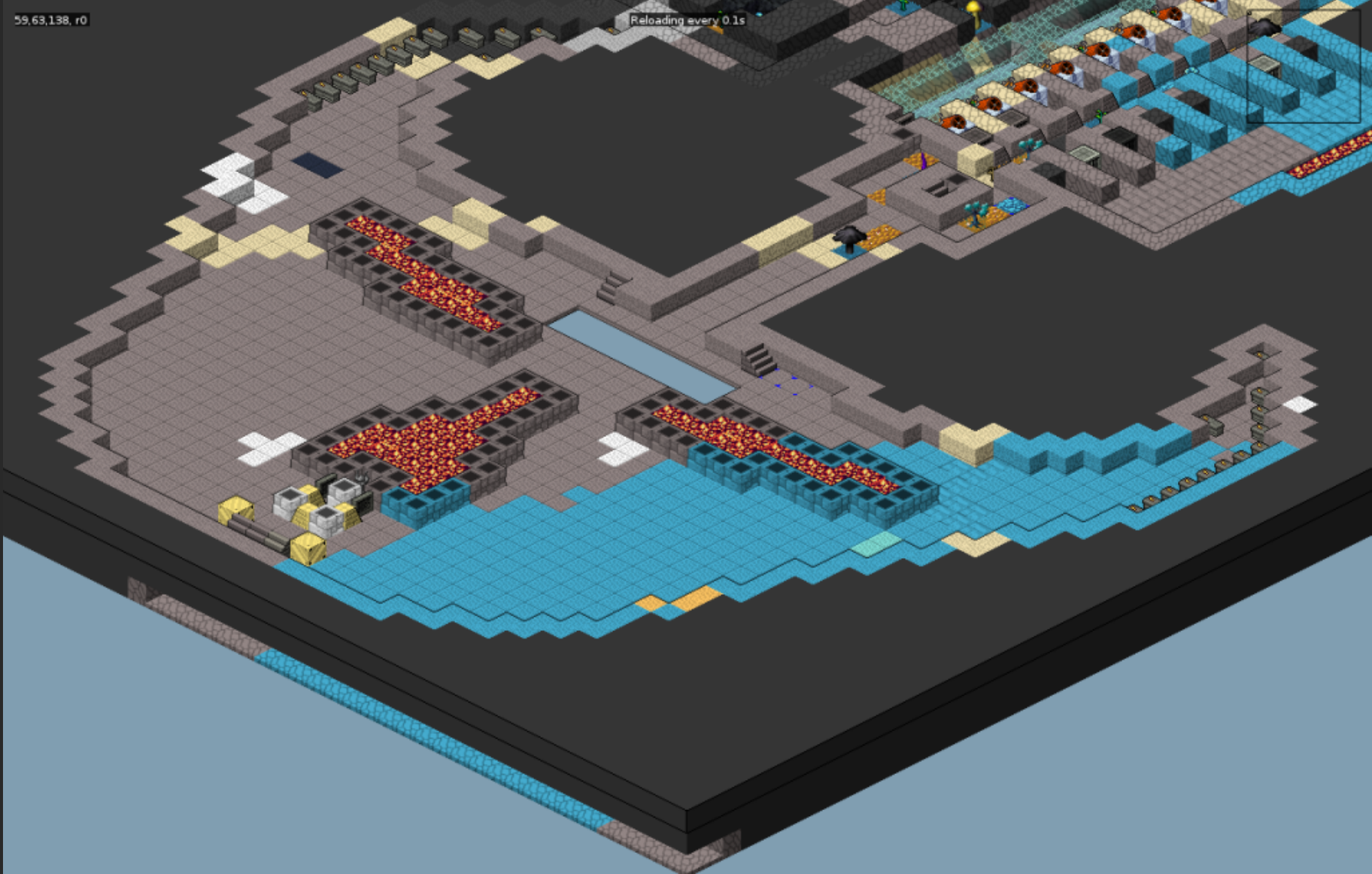
I do not have the technical knowledge required to fix such a device, though hopefully one of the previous overseers may be able to lend a hand in its repair.

I've been since informed that the BATTERY was actually not completed during TheAussieGuy's reign as overseer. He has however provided instructions and a reference manual on how this style of water reactor functions. As we most of the parts on hand to finish its construction, I will look into installing the missing pump and priming the device.

There is not much else of note in the upper fort except for this

Spoiler: [IMG: Deathgate Logo](#) (click to show/hide)





As we prepared to fulfill the task left for us by the council, the colonization of hell, one of the previous overseers carved our sigil into the very earth itself. This room speaks to the very spirit of Deathgate, and is a symbolization of everything we stand for. We are Deathgate, and we conquered hell itself. Our actions speak for themselves, and our legacy continues lives on ...

Anyway, as a note, the upper fort is linked to the lower fort main two staircases, and rampway that extends around and below the cavern layers. As we reach lower Deathgate, one passes by the arena.

Spoiler: [IMG: Arena](#) (click to show/hide)



A stylized arena allowing for fightings between our solders, and our healthy collection of caged invaders. Like most of the fort these days, it has an air of negelect and disuse about it. However, I have big plans for this area. Note to future overseers: remember to lock the doors when its in use.

Moving on, we continue down one level and find ourselves in the living quarters.

Spoiler: [IMG: Bedrooms](#) (click to show/hide)





Built to house a population of over 200, only a quarter of these rooms are now occupied. A depressing reminder of how few we have become, but at least we can say we have beds for every man, woman, and child. It is far better than the life I lived at Fistmachines before I came here ...

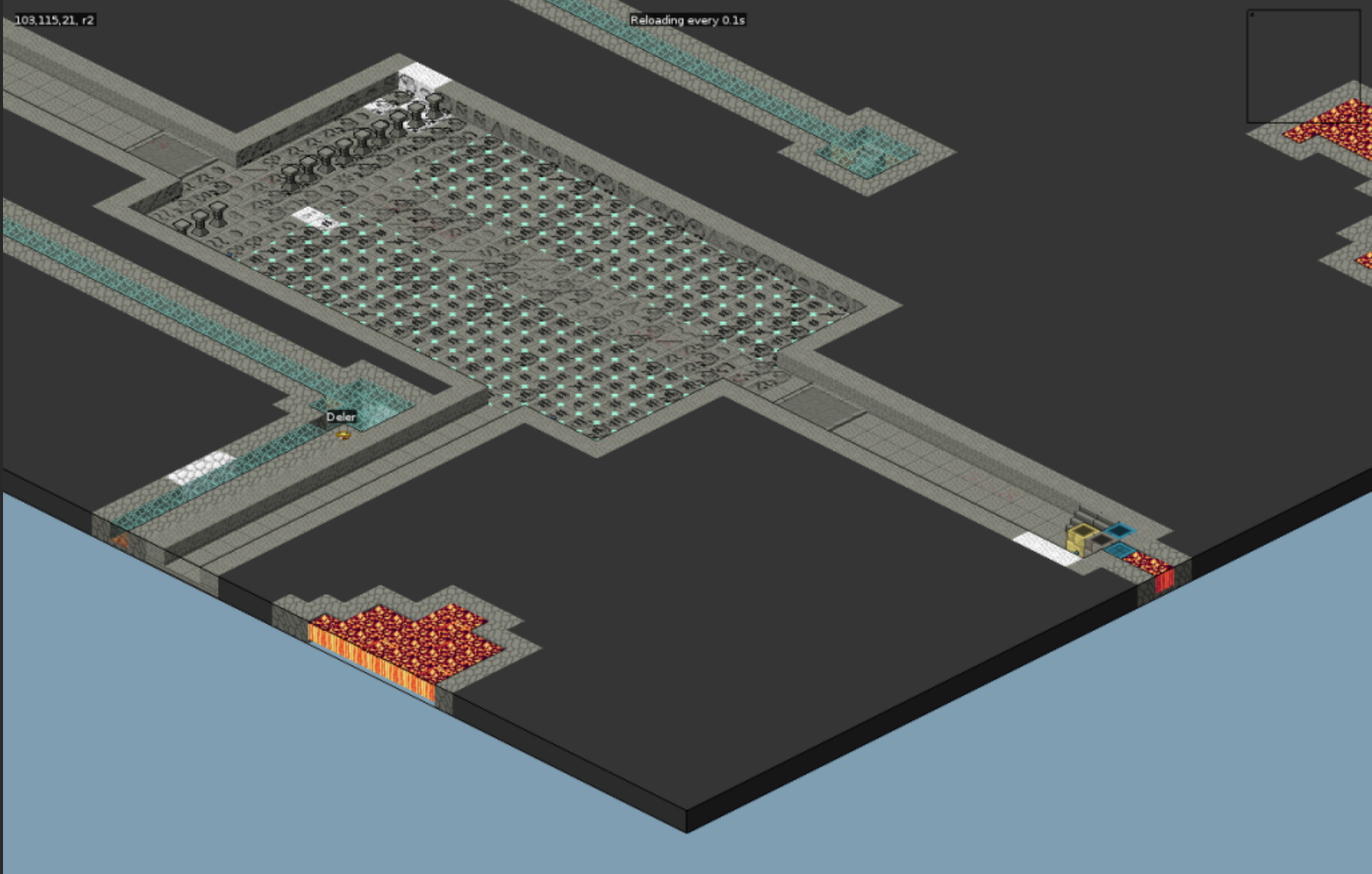
[spoiler=IMG: Workshop Row]



Directly across from the bedrooms lives the lifeblood any fortress, the workshops. Any manner of workshop one can think of can be found here, many of them cluttered beyond belief. Our adamantine stores (not pictured) line the floors here, for easy access to our extractors, smelters, and forges.

Spoiler: [IMG: Demonlock](#) (click to show/hide)

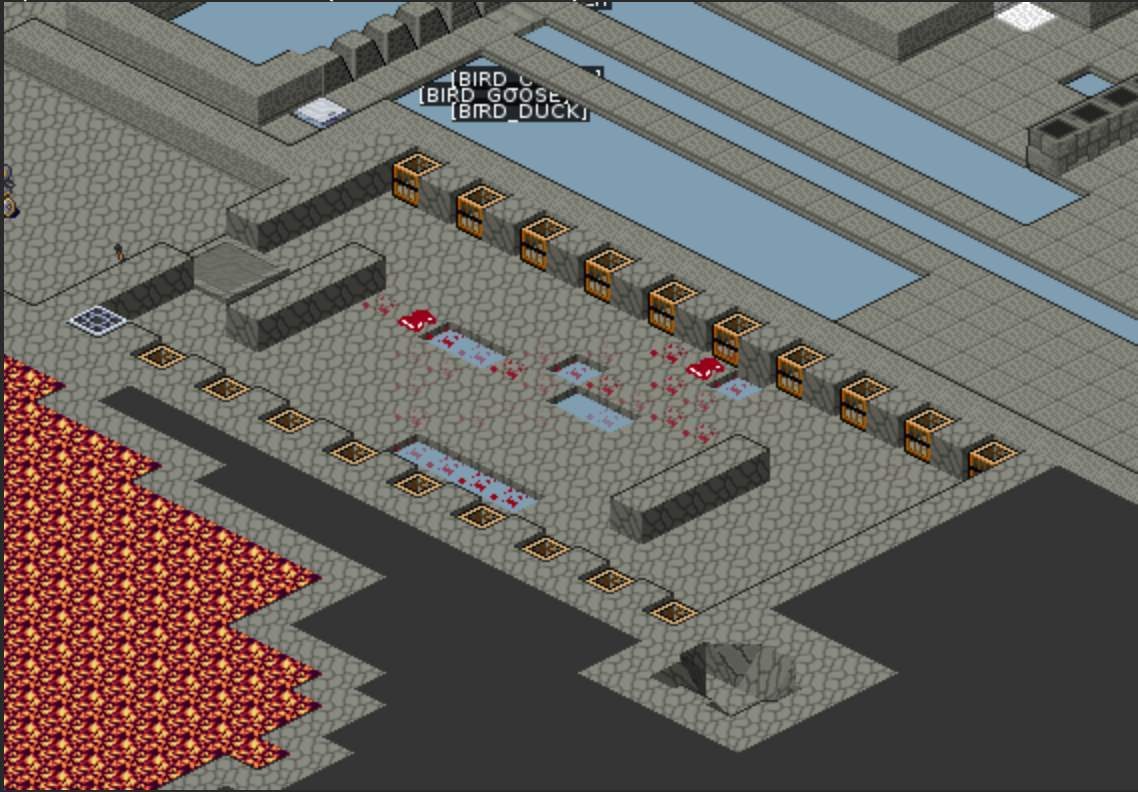




Continuing downward, we have the demonlock. These two drawbridges serve as the official divide from the fort proper, and the Hellbunker. The levels on the wall operate each bridge separately, allowing us to seal the bunker off from the rest of the fortress. It could, if necessary, also allow the bunker to act as a panic room should a goblin siege ever manage to break through our defenses. Fortunately, it has never been needed to be employed.

Past the Demonlock, we have an archery range, and what I've come to call the goblin pit

Spoiler: [IMG: Goblin Pit](#) (click to show/hide)



The purpose of this room eludes me. A drawbridge was installed, and the level appears to be linked to several of the cages in the room. I plan to re-purpose this to become a live-target archery range for our marksdwarfs. With a little luck, we should have heroes soon.

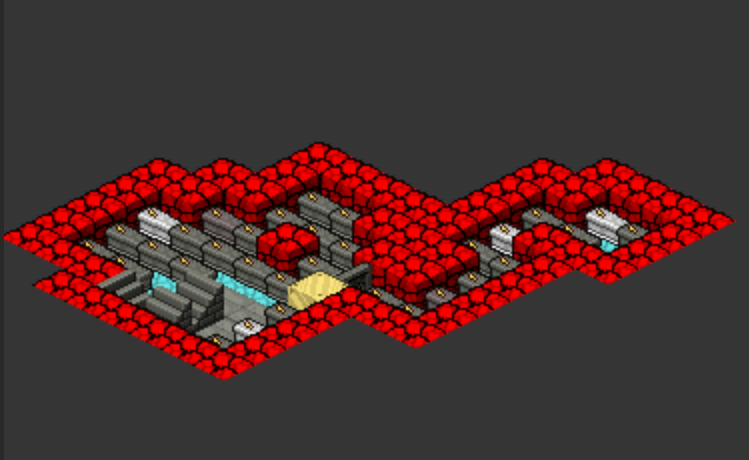
Spoiler: [IMG: Hellbunker entrance](#) (click to show/hide)



Near the goblin pit, we have a series of hatches that lead into one of the adamantine spires into the hellbunker itself.

Spoiler: [IMG: Honored dead](#) (click to show/hide)

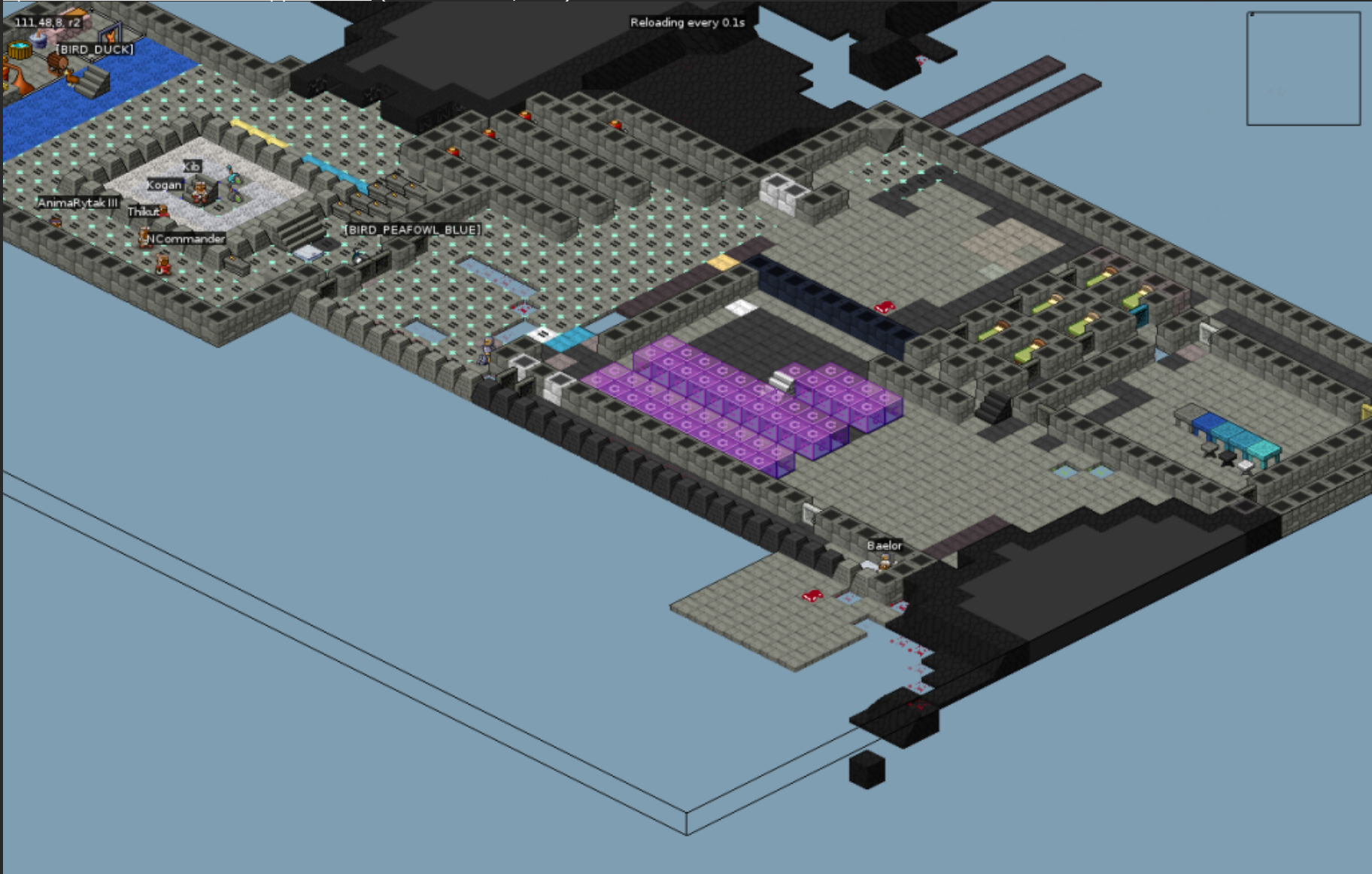




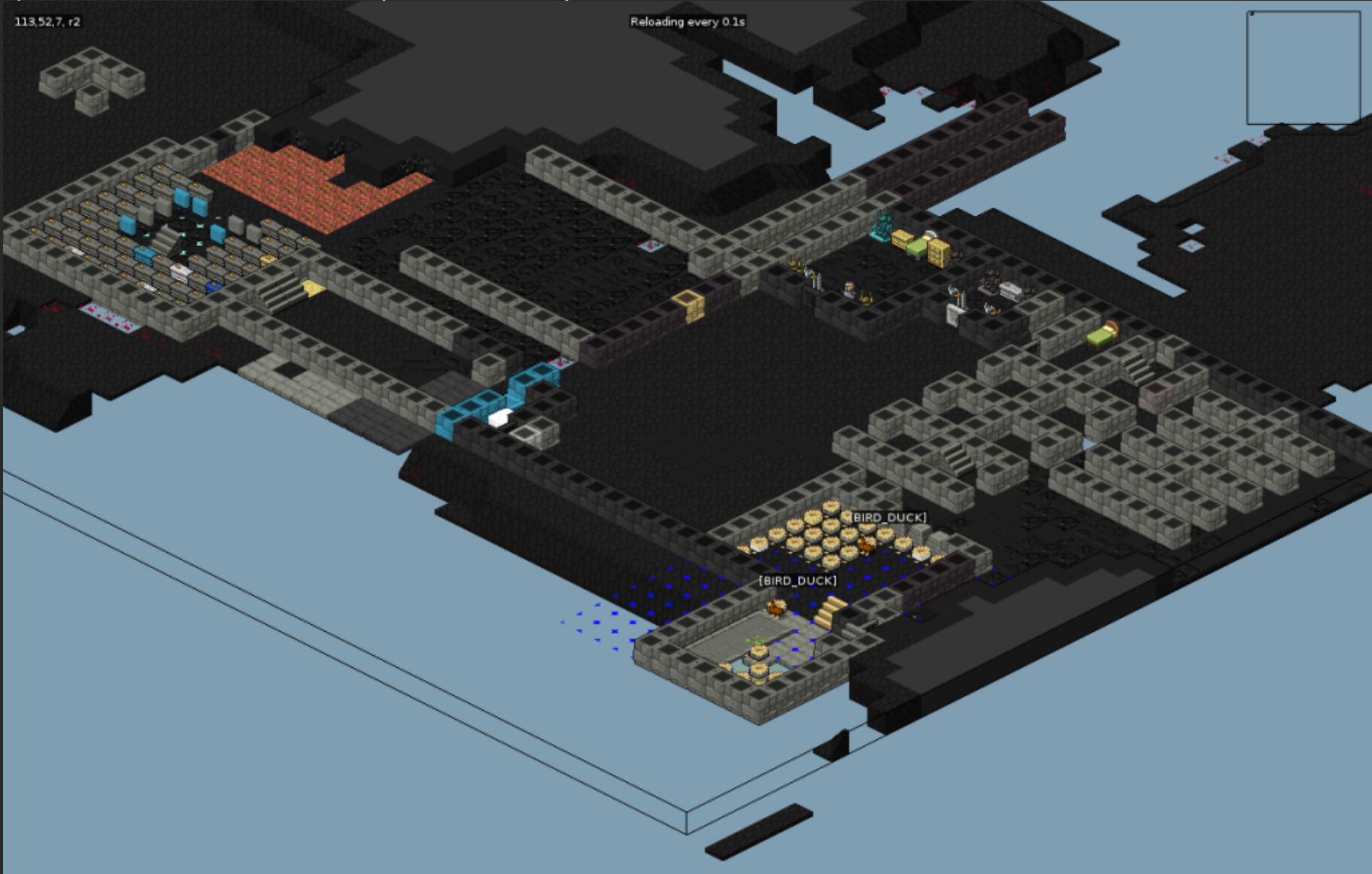
Many of our honored dead are intombed within.

Continuing down the steps, we finally reach the bunker itself ...

Spoiler: [IMG: Hellbunker Upper Level](#) (click to show/hide)



Spoiler: [IMG: Hellbunker Lower Level](#) (click to show/hide)



Our foothold and home in hell so to speak. Outfitted with bedrooms, barrack, and basic survival necessities, it is our paradise in the pit itself. Although lost several times before, we have always managed to reclaim it. The DUCKTRON can be seen in the corner ready to be used loaded with hundreds of gobblers ready to rampage across hell itself. Perhaps I will finally deploy the device. If I can find the lever ...

That brings an end to the illustrated tour of Deathgate, and I hope whomever may read this finds it useful ...

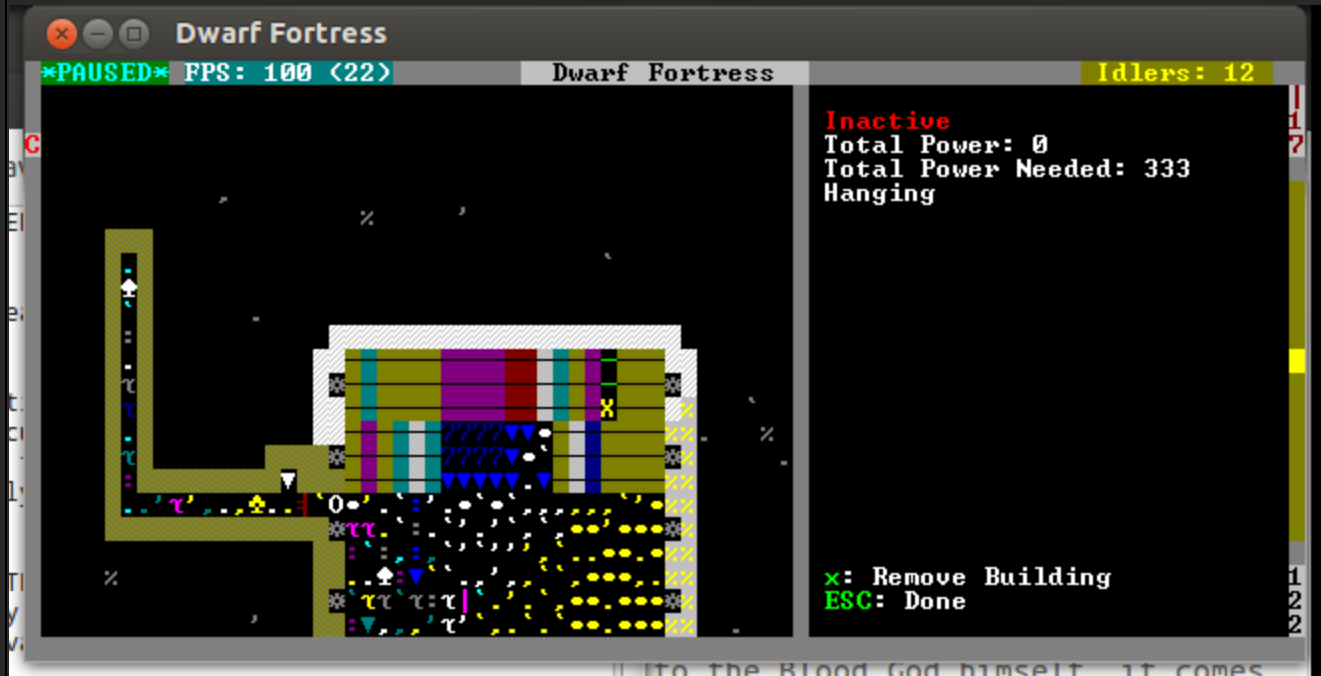
Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **ThatAussieGuy** on **May 29, 2012, 09:31:27 pm**

Quote from: NCommander on May 29, 2012, 06:44:32 pm

This is the BATTERY. As with the drowning chamber, it was designed by TheAssuieGuy, and is a second generation design. Instead of depending on pumps to artifically create a waterflow, it instead creates a flow within the aquifer itself, and draws power from it. I still have issues grasping the basic concept, but it seems relatively straight forward enough.

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I do not have the technical knowledge required to fix such a device, though hopefully one of the previous overseers may be able to lend a hand in its repair.

The BATTERY never got started, I didnt get it that far. Build a screwpump pumping west/east on that little ledge in the unfinished row and start it manually. Then dismantle it once the wheels start turning and channel down the floors in that unfinished row. Then channel rows southwards and place waterwheels over them

There's a tree farm on the level above the BATTERY for wood and a stockpile set up near the BATTERY itself. There's a tutorial on how to build an aquifer battery in my sig if you want better instructions.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

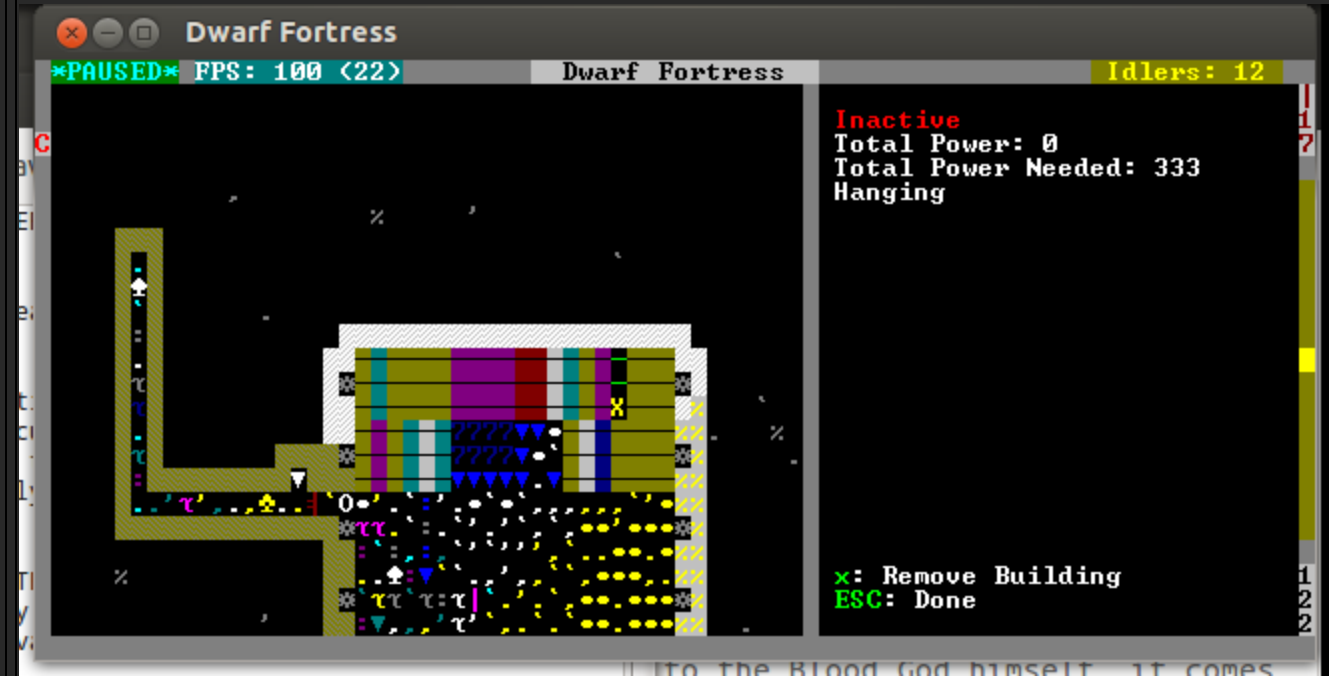
Post by: **NCommander** on **May 29, 2012, 11:25:29 pm**

Quote from: ThatAussieGuy on May 29, 2012, 09:31:27 pm

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Ah, I was under the impression the BATTERY was finished. If time permits, I'll see if I can finish and start it up (if nothing else, we need another millstone).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **ThatAussieGuy** on **May 29, 2012, 11:45:47 pm**

Heh, it's just about 1/4 done. The power 'outlet' is on the level above, to the right, where all the gears are connected by one axle. All that needs doing is to channel the 'tank' and lay the waterwheels.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **DeepBlue** on **May 30, 2012, 04:15:25 am**

It's always sad when you hit the end of a thread you've been reading for so long.. on the other hand that gives me the opportunity to be dwarfed :D

Can I have a hauler? Those never get much love.. ;)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **Eldes** on **May 30, 2012, 10:47:28 am**



Wheeee, updates!

Loving the Stonesense pictures.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **jocgame** on **May 30, 2012, 10:47:50 am**

nice. Can i have information on how my dwarf is doing. If i am dead re-dwarf please. as female preferably.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 31, 2012, 01:05:19 am**

Jocgame?

That sounds familiar...

I wonder if you're one of the 20+ dwarves who died under my reign.

Also, the lever for the DUCKOTRON should be right next to the machine itself, unless a demon destroyed it or something in which case you'll have to pop it open for repairs and then re-pit the ammunition. It's entirely possible; pretty sure that a few saffron demons had the run of the section.

It'll be along the left wall of the hellbunker if it's still there.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 06:29:29 am**

OOC: I'll handle dwarfing requests and locating the DUCKTRON lever tomorrow, I finally finished writing up Granite, and will start on Slate tomorrow. With how life is going right now, I hope to have my year concluded by the end of next week. I once again apologize for the initial delay in my updates, as life decided to take an unexpected shit on me.

Journal of Id 'NCommander' Matulcog  
17 Granite 777  
===

After walking this place from top to bottom, our military is beginning to shape up again, but is still far from perfect. With an armorsmith now in training, I can hope that soon we'll be able to clad our warriors in the finest craftwork we can create. It will however still be many months before Atomic is producing legendary works however.

In addition, I need to look at our longterm survival in this place. There is nothing I can do to solve our migrant woes except continue to trade our wares, and pray that this drought comes to an end. However, I realize there is another way. Today, I was given news of not one but two joyous events.

→Adil Ustuthetest. Mason has given birth to a girl.  
→Tekkud 'Iggy McNatz III' Amostulåb has grown to become a Dedicated Hauler.

I realize now that if we can't attract a population, we merely need to create one ourselves! Few parties are held these days as most of us are either training, working, sleeping, or drinking. What is needed is a mandatory month off work, to allow our man and woman to intermigel, and with luck, reproduce. While it will be many years before these potential new dwarfs will be useful to the fortress, it will still give us hope for the future. Once I find the correct pretenses, Operation: Baby Boom will begin.

Until then, I must work on the other aspect of our longterm survival, our military. While they have come far from the green recruits that we started out with, they still have far to come. The answer on how to turn them into killing machines however was staring me right in the face. For them to become killers, we must in turn into one of the most dreaded enemies known to Dwarfian kind: the carp.

Yes, the simple fish has claimed many lives over many fortresses across the world. But why can't we train our warriors to swim and think like the carp? We already have the equipment setup to safely flood a room of the fortress. The way forward suddenly became clear. I gave the order for all military personal to meet in the trade depot.

a The Gilded Fields Station  
b The Laborious StormStation  
c The Willful Manors Station  
d The Silvery Names Station  
e The White Gorges Station

As they assembled, I gave construction orders to redesign the goblin pit. Many of our archers have become close to becoming heroes; the first I believe Deathgate has ever seen. To speed up the process, I decided to create a live-fire firing range ...



I also ordered the nearby lever to be connected to all the cages, finishing some previous overseers design. Once completed, the lever should raise the drawbridge, and release all the goblins. Then our archers merely need to use them as living target pratice. At the same time, I ordered several of the goblin cages hauled to the arena. While we aren't close to having axe lords yet, I intend to get them as close as possible before my year is out.



With those orders given, I sat in the trade depot waiting for the others to arrive. While I would have liked to get everyone in at once, it quickly proved impossible as dwarfs would leave and enter to satisfy their bodily demands for food, booze, or sleep. In addition, one of the speardwarfs was so miserable to the point that I felt the mental hardship of carp training would push him over the edge so he was excused. It soon became clear I would have to rotate dwarfs in and out to get everyone trained.

I told one of the farmers to stand-by as a pump operator, and to relay any reports down to me as we stood in the trade depot. As I waited for the last few dwarfs to enter, the mayor decided to impose a mandate.

**Kosoth Rigòthvîr, Sldr: Axe has imposed a ban on certain exports.**  
**Mandates:   Export of platinum items Prohibited**

I could only smirk as he had NO idea what was about to happen, and I stood to address the troops.

"Ladies and Gentledwarfs! It is time to for you to become awesome. We are about to begin a new, experimental, and certainly harzious training program. When its done, all of you shall eat seiges, and shit awesome!"

I will always remember their confused looks with a smile on my face as I locked the door.

"Your training begins now, LET IT RIP!"

**Enter:   Start   Pump   Manually**

The was a rush of air and then ...



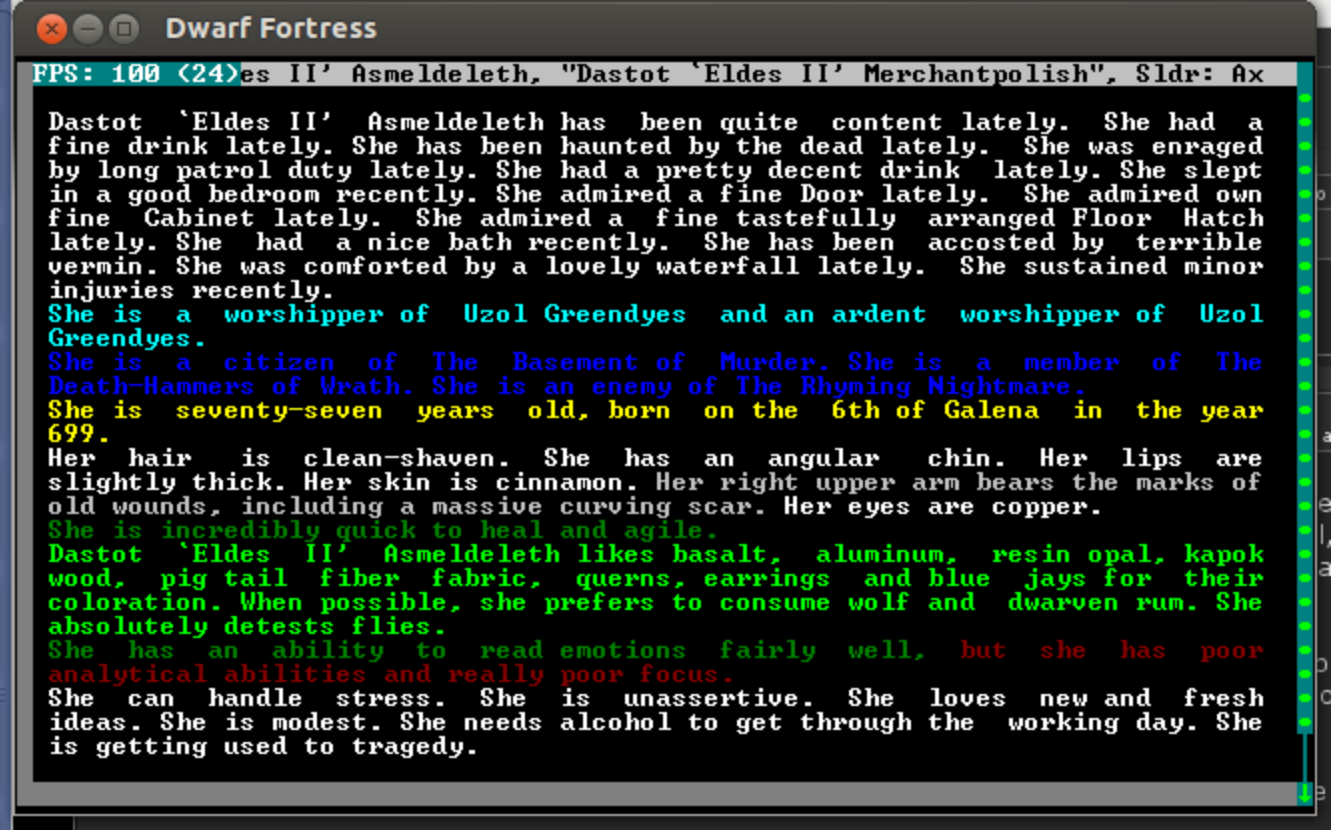
As expected, they started complaining immediately ...

"AH, IT's COLD"

"B-b-b-b-but, I don't know how to swim!!!"

"Oh god, the walls are bleeding!"

"Oooh, pretty waterfall ..."



While I must be optimistic, I find myself praying that these foundations will be enough ...

---

Just before the water made any more conversation impossible, I heard one last report hollered down from above ...  
**There is nothing to catch in the eastern swamps.**

We don't have any fisherdwarfs ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 31, 2012, 06:32:40 am**

...You're training Navy SEALs. Bravo.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 06:35:57 am**

Oh dear Armok... Something I created is being put towards *benevolent* purposes. That's just seems wrong somehow, given my track record...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 06:48:35 am**

Quote  
...You're training Navy SEALs. Bravo.

I prefer to think of them as Marine CARP Teams. As in - Crazy Awesome Recon Patrol!

I'm sorely tempted to finish the aqueduct into hell just so I can flush our military down it and have them kill demons.

Quote from: ThatAussieGuy on May 31, 2012, 06:35:57 am  
Oh dear Armok... Something I created is being put towards *benevolent* purposes. That's just seems wrong somehow, given my track record...

Oh, the perversion is much worse than that. Its doubling as both a training system, AND as bathtub. That blood on the walls came off our solders, and onto the walls (I can post a picture of what the depot looked like before I threw everyone in). Its also causing the military to all have happy thoughts due to mist.

In a way, its a very happy death system. Anyone who dies to after all it gets a happy thought about waterfalls before they drown.

I also have ideas on how the BATTERY's power can be used for good ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 31, 2012, 06:53:00 am**

A few questions:  
  
How's my dorf?  
  
Is your plan really to flush water into hell, and have the CARP marines fight them without threat of flame or disease? If so, you are awesome, and one of the greatest DF military visionaries I've seen yet ( not that I've seen that many, or any, for that matter ).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 07:04:39 am**

Quote from: NCommander on May 31, 2012, 06:48:35 am  
Quote  
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How about Clown And Rabble Pacification?

Quote from: NCommander on May 31, 2012, 06:48:35 am  
I also have ideas on how the BATTERY's power can be used for good ...

You *fiend*. What's the progress like on it's continued construction?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 07:04:48 am**

Quote from: NRDL on May 31, 2012, 06:53:00 am  
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He was one of the slackers who failed to report for CARP training, and as such, I turned on his mining labor, and he dug out the new access way to the live firing range. I got about 3/4ths of the military on the first go, so I'll put the ones that missed the first go in their own squad and drown them separately. I plan to train them until they reached Accomplished (they're Component right now as of writing), let them out, and drain the chamber so I don't risk drowning/starving them and causing a tantrum spiral.

As for the aquaduct, I think I located it, but its pretty far from reaching one of the non-hellbunker veins, and the drop into hell would be several z-levels down; it seems to be built off a pool in the third cavern vs. the river, so I'm not actually sure it would work properly. That being said, until I finish the gym and get everyones toughness maxed out (swimming is only raising strength), I don't think they'd survive the fall. I also looked to see if we could capture any fish and really turn up the fun, but none of the surface pools have any, and our military isn't at the point where I trust them to escort anyone into the caverns.

We also have a serious lack of masons to do any necessary stonework (building the goblin pit fortifications took forever, and required creative burrowing). In addition, we're lacking mechanics, so I turned the labor on the military who missed training ... who promptly went to reload the cage traps. Probably important but annoying.

Quote from: ThatAussieGuy on May 31, 2012, 07:04:39 am  
Quote from: NCommander on May 31, 2012, 06:48:35 am  
Quote  
...You're training Navy SEALs. Bravo.  
  
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Quote from: NCommander on May 31, 2012, 06:48:35 am  
I also have ideas on how the BATTERY's power can be used for good ...  
  
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Ooh, I like that. As for the BATTERY, I can't find the pumps removed from the BATTERERY, and we need more anyway for the gym. Once I get those queued up, I'll get them installed, then relocate the BATTERERY's millstone. Lack of dwarf-power may prevent me from doing anything else useful with the BATTERY though ..

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 07:28:28 am**

The BATTERY only needs a single screwpump to start the 'reaction'. Aside from that, it's all waterwheels.  
  
This (<http://www.bay12forums.com/smf/index.php?topic=105988.0>) will tell you all you need about building the BATTERY.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 07:33:16 am**

Quote from: ThatAussieGuy on May 31, 2012, 07:28:28 am  
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I'm aware :-). I did read the link the first time you posted it. My only hesitation is the FPS drop could easily slide the fortress into unplayable. As it is, with temperature enabled, its very, very, very slow.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 07:35:38 am**

Quote from: NCommander on May 31, 2012, 07:33:16 am

Quote from: ThatAussieGuy on May 31, 2012, 07:28:28 am

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I've never had any real FPS drop with one running, though I'll admit I'm running DF on a self-built high-spec PC.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 07:37:54 am**

Quote from: ThatAussieGuy on May 31, 2012, 07:35:38 am

Quote from: NCommander on May 31, 2012, 07:33:16 am

Quote from: ThatAussieGuy on May 31, 2012, 07:28:28 am

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I've never had any real FPS drop with one running, though I'll admit I'm running DF on a self-built high-spec PC.

~~Let's comprise. Since once starts it can't be stopped, I'll install the pump, save, and start it. If the drop is minimal, I'll leave it, else I'll savescum it for a future overseer to operate as needed.~~

~~(I dunno if it goes against the spirit of DG to savescum at all, but if it causes FPS death, I think its better than the alternative, AnimaRytak, care to weigh in?)~~

Thought some more, what happens in Deathgate happens. Short of crashing and corrupting the save, I won't be the one savescumming DG.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 07:51:55 am**

S'all good either way NCommander, I just meant it as from my experience. I'm just curious to see how the first batch of CARP recruits turn out. I honestly see this being a new DF meme regardless of whether or not they actually survive combat. C.A.R.P. - We pledge to kill stuff or die trying.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **May 31, 2012, 08:12:10 am**

The Arena training might have hit a snag; turns out we have a serious shortage of training goblins. Might just need to go for broke and send the C.A.R.P.s into hell (once we have shields). I'm liking the idea of flushing the military more and more; its a four z level drop from the vein to the floor though. I'm tempted to build "steps", but since these guys can swim, I'll need to figure a way to drop them into the aquaudct and force them out the bottom.

In addition, I don't want to be the one that killed the military. Again.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **May 31, 2012, 09:05:06 am**

Yes, please, stop killing the military everyone. Deathgate isn't as awesome without its immune system.

Would it be alright if you posted the fort stats screen? Population, food, etc?  
I'm not exactly sure what you mean by lack of masons. Is the population so low that even if you turn on mason labors on anyone not doing anything, it's still ridiculously slow?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **May 31, 2012, 10:47:02 am**

I did savescum DG once.

In my defense, I basically figured I owed myself a free cockup out of never having managed a hell-based bunker before, and in the end I made up for it anyway with plenty more cockup.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **May 31, 2012, 11:14:52 am**

Just thought of something;

C.A.R.P. - Carpe Demon.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **May 31, 2012, 01:07:25 pm**

As a note, the training room that you are currently updating to an archery practice *\*should\** have two levers nearby, one to the bridge, and one to the cages. This helps to get rid of that pesky delay between pulling a lever and raising a bridge.

Also, I had intended to do some live melee training myself, but the nearby "dump" pile was empty. We simply don't have haulers relieving the goblins of their weapons and armor. Which is fine as far as it goes, but whips seem to do exceptionally well even against candy armor, in my experience. And I *know* we've seen goblin lashers about.



**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: NCommander on May 31, 2012, 05:40:23 pm**

Quote from: scaliper on May 31, 2012, 01:07:25 pm

As a note, the training room that you are currently updating to an archery practice *\*should\** have two levers nearby, one to the bridge, and one to the cages. This helps to get rid of that pesky delay between pulling a lever and raising a bridge.

Also, I had intended to do some live melee training myself, but the nearby "dump" pile was empty. We simply don't have haulers relieving the goblins of their weapons and armor. Which is fine as far as it goes, but whips seem to do exceptionally well even against candy armor, in my experience. And I *know* we've seen goblin lashers about.

Not such a huge problem for the archers (though I must make sure that any enemy bowmen are killed quickly). As it stands, I see a single lever that was connected to the bridge and several of the cages (checked by using the Link to X, and then seeing what wasn't listed). As a safety precaution though, I'll make sure I can put the genie back in the bottle should some of the goblins escape.

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: AnimaRytak on June 01, 2012, 07:09:40 am**

I save scummed DG during one of my turns, tried my damn hardest to save Karakzon from death. First time he unceremoniously dodged into a hell-pit and died. I figured he needed a more dwarven death.

I guess choking on your own lungs is dwarfy, right?

**Title: Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
**Post by: NCommander on June 02, 2012, 07:12:38 am**

OOOC: I was inspired to build a megaproject. I hope its dwarvy enough for you :-). Sorry for the delay in the writeup, but this took forever to explain my plans, and designating that much mining was extremely slow and irritating

**Journal of Id 'NCommander' Matulcog**  
**19 Slate 777**  
**===**

Slate has mostly passed relatively quietly. We have learned to sleep, eat, and even fight while in water. It is slowly becoming natural to all of us. Once news of my project spread and its inspiration came forth, TheAussieDwarf conned the term "Clown And Rabble Pacification" for our new solders. As such, I issued a decree those who've undergone CARP training shall officially be a member of the First Dwarven Marine CARP Special Forces.

Our first batch of CARP recruits are now approaching an accomplished level of swimming. Once they have, I plan to release us from our prison, and allow them to eat, drink and sleep. I find it rather hilarious that some of us are thirsty despite the fact that we are continuously surrounded by water ...



Once cleared, pumps will be installed in this area, and all military personal will be given the Pump Operator profession, and their training schedule modified to spend 7 months military training, 5 months as civilians where they will build their bodies. I also hope that in this configuration, it will end the constant griping of 'endless patrol duty' that is all too common.

Speaking of pumps, I consulted with TheAussieDwarf, and provided a detailed set of instructions of how the BATTERY is designed, and the necessary steps to complete its construction. While we have no need for the power at the moment, at the very least, it will allow Deathgate's sole milestone to once again become operational once it is relocated to the BATTERY's drive chain.

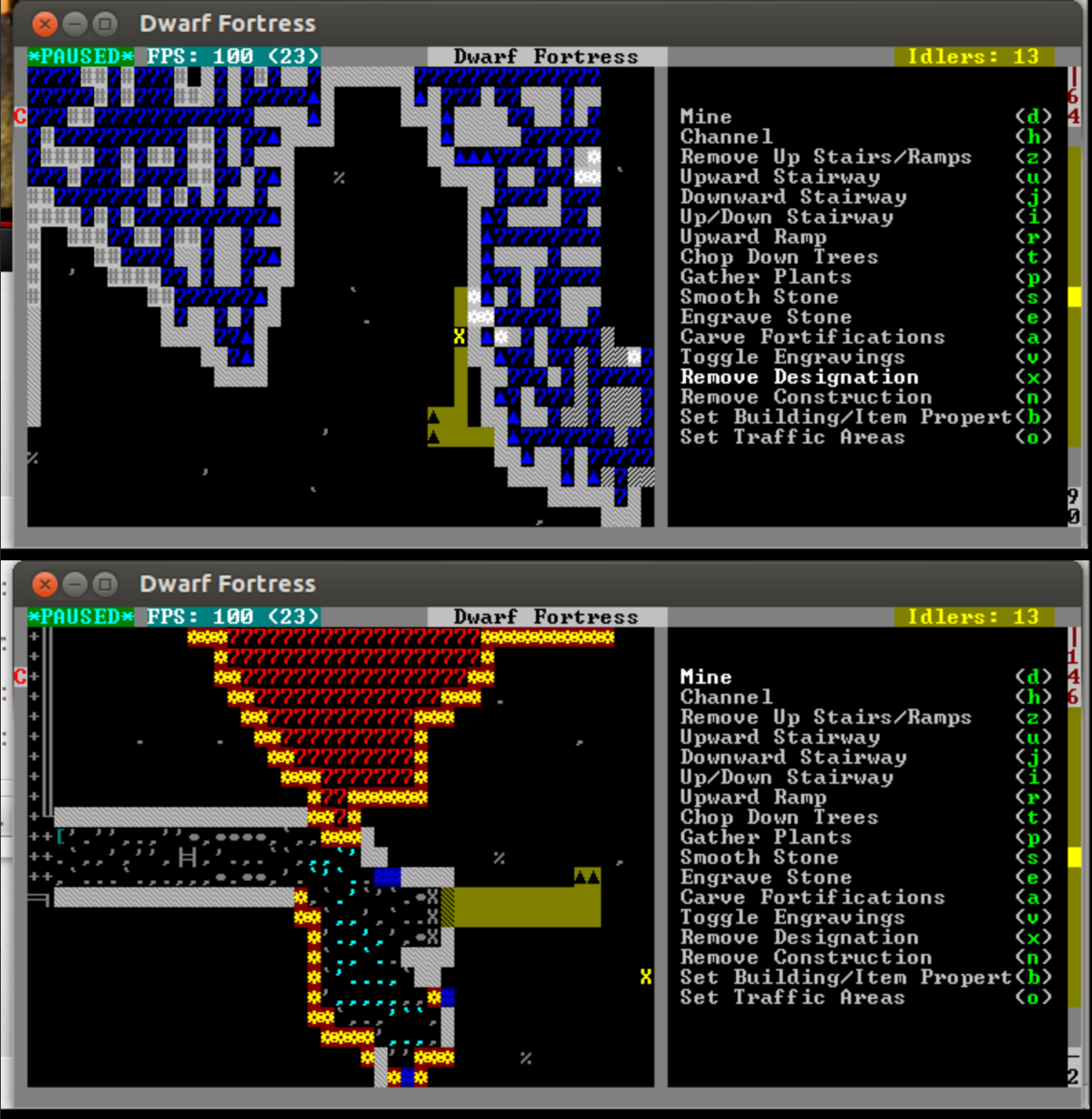


I've also began work on my own megaproject. While sitting in the waters of the trade depot, I found myself possessed with a clarity of mind that I have never before experienced. I've known many who have entered the strange moods that occasional claim members of our race to produce legendary artifacts. While I do not have the compulsory urge to run and claim a workshop, the vision persists in my mind.

Many years ago, a previous overseer began construction on an aqueduct that would lead into hell and presumably act as a cleaning system for the exterior of the Hellbunker. This aqueduct was never completed, but I realize it could be used for a far greater purpose than simple building washing. However, closer examination reveals that this first aqueduct's construction was fatally flawed. Instead of connecting to an infinite source of water such as a river or an aquifer, it connected to an underground pool which was fully drained into the aqueduct. Furthermore, since the passageway has since dried up, trees have grown in the fill passageway rendering it useless for my purposes.

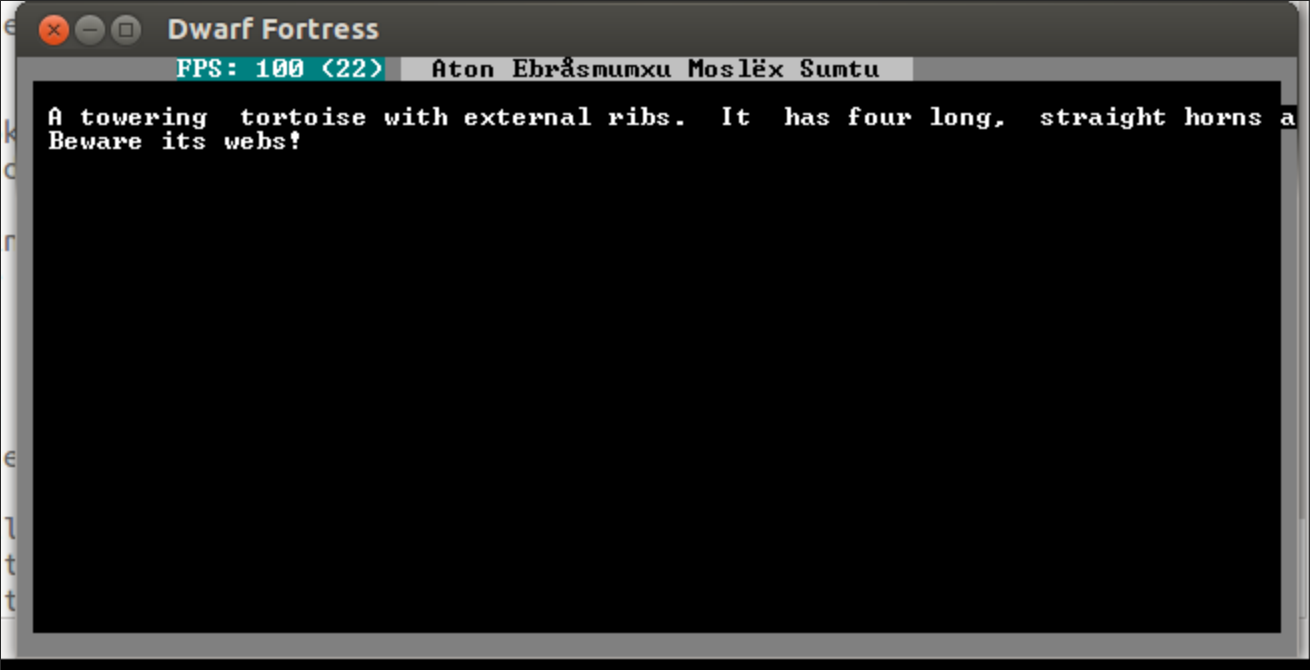
Thus I've begun designation construction on what I call the KÃ´k dath Areltulon Sash. I suspect someone or another will find a more glorious name for it, but until then, Areltulon Sash will stand.

The Areltulon's is comprised of four parts. The first part, known as Therlethcustith ("The Serpents Passage" in common tounge), is a two-urist wide aqueduct leading from the top of the adamantine spire and winds its way up over 90 levels until it connects to the underground sea in the first cavern.



Construction will begin from the bottom-up, using upward ramps to bridge each level to prevent any mining accidents. To insure quick construction, any and all miners are to be immediately releved of their current positions. NRDL, who beside being an axedwarf, is one of our few legendary miners. As such, he is immediately exempted from CARP training and will oversee mining operations. At the beginning of the Therlethcuth, two floodgates will be installed and both accessing seperate taps of water, ensuring constant supply. Floodgates-behind-doors combined with mine-and-run will be used to safely tap into the underground sea.

One complication exists though, a forgotten beast lurks within the sea.



As a building destoryer, this monster could destory any floodgates installed, either destorying our possibility of draining the Areltulon, or destorying one of the floodgates before the final tiles are mined out, thus leaving the passage with less than ideal amounts of water. I also do not know if building destoryers can success destory open floodgates. As an alternative, I may simply bring the feed point for the waterway to the aquifer, which is at least monster free.

On the flipside, once a path to hell is opened, the beast may decide to travel down and attack the demons within. The waterflow though by itself will not be strong enough to wash its bulk into hell. Alteratively, live bait may be usable in luring it downwards. Finally, to allow the beast to reach the bottom, the construction must be devoid of demon-filters, which is less than ideal. As it stands, I will likely have to reconstruct parts of the waterway during to include straight channels so grates may be installed.

Areltulon's second part, the Okilisul ("Test of Faith"), is the dropzone into the Areltulon. Built directly over a straightway near the bedrooms, two bridges with a lever will be constructed to allow our CARPs to be dropped into the waterway. I'm currently debating the design of activating the actual drop, but this is not an immediate concern. As an addition aside, the bends in the Custiththerleth can be used to construct addition entry points where we may drop units in thought this initial design will only involve the single Okilisul.

The third part, which I call Therlethrazs ("Seperant's Tooth"), involves the construction of the waterway through the adamantine, and into hell itself. Due to the irregular shape of the vein, walls will have to be constructive to keep the waterway at 2x2 less it dispence and loose depth. I believe a minimal depth of 3 or 4 will be required to have the flow move our solders unwillingly into hell (as an additional note, the water level must never reach 7/7. For reasons I do not understand, any waterway at 7/7 depth seems to loose any pushing power it has on things within its passageway. While I must reconfirm this fact, it is a valid worry).

At the bottom of the vein exists a 2x2 constructed floor to prevent demons from flying into hell followed by a four level drop to the ground below. This floor will be removed, and a set of artifical steps must be constructed, beginning the start of the fourth and final part of the Areltulon, which I've come to call the "Final Insult", as there is no formal words to desire it. It safely bringing the water down one level at a time until it reached the floor of hell itself. The bottom of the vein exits relatively close to the original Hellfarm, and the bunker. As such, minor modifications to the bunker must be made to provide a way to safely bring our warriors back into the safety of the fortress once they've been deployed and are ready for collection.

The water from the Areltulon will provide safety to our warriors as the fight, washing off any dust and poisons (as long as the idiots are

smart enough to stay near the stream), and will coat large portions of the slade floor with water, constantly washing grim away. My current construction plan involves a large overhanging passageway with regular gaps in it to allow water to flow out and create mist all throughout hell. In effect, it will be a giant sprinkler system for the demons. A quick survey of all the current monstories in hell show that none of them are capiable of flight. As such, building from the top down should be relatively safe, though I have never attempted a construction like that before.

As for the insult part, well wherever possible, I plan to construct most of the overhanging waterway out of soap.

Before you call me crazy, let that thought sink in for a moment. The floors of hell and the demons within are covered in centuries of fifth, blood, grime, and ichor. Demons seem to believe that being covered in the dried blood of their enemies strikes terror into mortals, and they would be right. However, should they become squeakly clean, the terror they hoped to strike into their enemies will be lost for good.

The water travelling through the Areltulon will pass over several kilometers of mineral dust; effectively, hundreds of gallons of mineral water will pass into hell itself. In addition, it will gain traces of adamantine as it enters Separant's Tooth, and be warmed as it passed close to the magma, and the semi-molton rock below. The now hot mineral waters will then pick up the soap as it runs over it, and falls into hell, wiping the filth away before finally falling into one of the pits.

I believe you can now see why I've choosen to call the last stage "The Final Insult".

I must still draft up the remainder of the plans for the overhang and passage construction.

OOO: I decided though the ability to flush our military into hell, surrounded by water (and live fish; if we have any to capture), is WAY too good of an idea to pass up. I'm not sure though if stairs will block a unit from flowing downward; my concern is I know stairs block pumps, hence they might prevent flowing water from dragging a unit down into hell. Any insight is helpful, else I'll channel out all the staircases.

In addition, due to the design of the sprinklers in hell, I've wondering if I should up the aqueduct up to 3x3 or even 4x4 though that risks creating a bottleneck in the vein. Alternatively, I could use the mine through SMR/slade exploit and simply MAKE a bigger passageway, though that requires killing off at least seven to nine dwarfs ...

I've never attempted to construct anything like this before; my few projects before all involved magma vs. water. Any thoughts, insights are GREATLY welcomes. I also suspect I won't conclude it before the end of the year, though it should be trivial for another overseer to finish it.

And yes, KÃ´k dath Areltulon Sash is actual Dwarven as taken from the language files. I suck at naming things though in general. Another idea I had for a name for the last part was Via Purifico (latin: Cleanse the way).

Also, the first image is showing up at a 404 even though I know have the link correct. Here's a hotlink to it if anyone is having issues <http://i1079.photobucket.com/albums/w517/NCommander/Deathgate%20777%20Turn/dwarian-needs.png>

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 02, 2012, 12:04:46 pm**

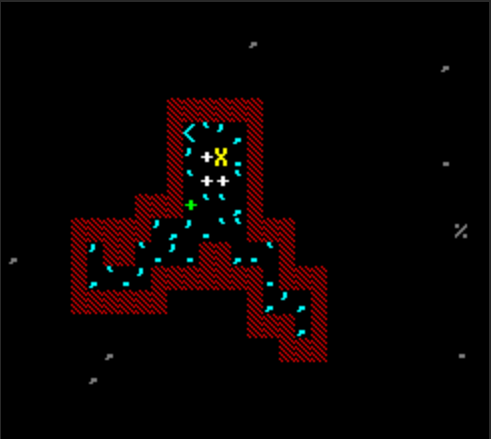
**Journal of Id 'NCommander' Matulcog**  
**19 Slate 777 - Second Entry**  
===

After resting my eyes for a few hours, I've believed I've solved the last lingering construction problem with "The Final Insult/Via Purifico". To construct a waterwall in Hell requires that we have a support or pillar of some kind reaching from the floor to the ceiling. While it is possible to build "stairs upon stairs" to reach downwards, we can't build a wall or support off said staircase; we simply can't build a wall while we are standing ontop of it.

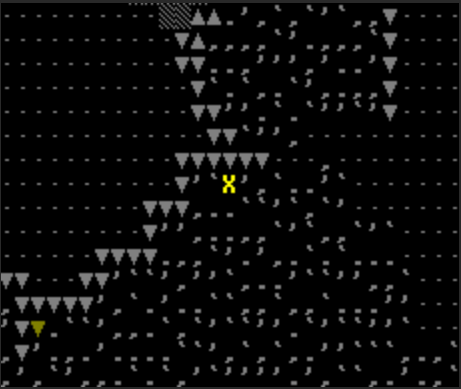
To build such a support would require either building out from the Hellbunker, or building downward and then back up from the vein, both are highly risky options. While mulling on this problem, I had a second flash of inspiration. Recalling the layout of the vein, there is a single point where a wall could be punched out, and allow magma to flow safely into Hell.



Directly above, and below is a straight pathway to the pit itself. Magma would flow from the breach, and pass through two distinct locations.



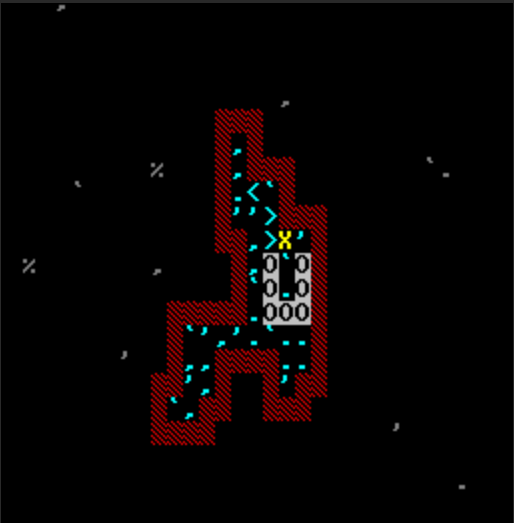
Magma reaches the bottom of the vein here and ...





finally lands here in.

A staircase then will be built above the breach point and lowered into the hole allowing a miner to safely get in, breach the sea, and get out. Unfortunately, a hatchcover can't be built directly on the breach since we must be able to stand adjacent to it. (http://www.bay12games.com/dwarves/mantisbt/view.php?id=166) As such, a cover with walls will be constructed one level below.



Once magma covers the surface below, we merely drop buckets of water downwards to cast it into obsidian. A lever will be constructed on the bottom level of the vein to allow the hatch to be remotely triggered. With a little bit of careful timing and planning, we should be able to construct a 2x2 pillar up three levels without having to risk sending anyone below.

To safeguard against flyers, four melee dwarfs will be stationed in the bottom of the pillar at all times. As an added bonus, since neither level pulling nor pond filling requires any specific labors, the children will be able to see to this task after the initial groundwork is concluded in effect allowing to be done at a net-zero labor cost.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **June 02, 2012, 07:28:40 pm**

Having attempted a similar stunt in a previous fort, I must inform you that this plan will, unfortunately, not work, as, unless there has been a serious change in mechanics, "filling pond" over magma will generate only steam, not obsidian.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 02, 2012, 10:09:06 pm**

NCommander \*cough\*useafloorgrate\*cough\*

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 03, 2012, 01:07:55 am**

Quote from: ThatAussieGuy on June 02, 2012, 10:09:06 pm

NCommander \*cough\*useafloorgrate\*cough\*

Gives the same message as building a hatch. "No Access". :-/.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **June 03, 2012, 04:33:07 am**

You're going to shower the military into hell. Bravo?

Also, I was kinda hoping my dorf would be on the front lines. If you actually can't spare my dorf, then sure, a support role would be fine, but in any other case, PLEASE put my dorf into the breach with the rest of the military.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 03, 2012, 07:45:08 am**

Quote from: NRDL on June 03, 2012, 04:33:07 am

You're going to shower the military into hell. Bravo?

Also, I was kinda hoping my dorf would be on the front lines. If you actually can't spare my dorf, then sure, a support role would be fine, but in any other case, PLEASE put my dorf into the breach with the rest of the military.

Well, no one is fighting demons yet. Once the aqueduct section is entirely mined out, your dwarf will resume military duties, I just won't be drowning him for CARP training. That being said, given he is a legendary miner, he's already super strong.

Quote from: scaliper on June 02, 2012, 07:28:40 pm

Having attempted a similar stunt in a previous fort, I must inform you that this plan will, unfortunately, not work, as, unless there has been a serious change in mechanics, "filling pond" over magma will generate only steam, not obsidian.

It works as long as the water falls at least one full z-level before hitting magma.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **scaliper** on **June 03, 2012, 12:11:19 pm**

Awesome, that's very good to know! Makes a couple of my evil plans much more viable! Also, may I recommend using a drawbridge instead of floodgates for your project? Unlike floodgates, closed drawbridges cannot be destroyed by building destroyers.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 03, 2012, 02:05:56 pm**

Quote from: scaliper on June 03, 2012, 12:11:19 pm

Awesome, that's very good to know! Makes a couple of my evil plans much more viable! Also, may I recommend using a drawbridge instead of floodgates for your project? Unlike floodgates, closed drawbridges cannot be destroyed by building destroyers.

That's an extremely good point on closed drawbridges. That being said, I \*think\* building destroyer can still take out open drawbridges.

My biggest concern is not so much that forgotten beast running havoc in hell, vs. more that the shutdown mechanism being destroyed. When running, I suspect the fort is going to bog down to MAYBE 2 FPS. My own tests though with building destroyers and drawbridges are somewhat inconclusive though. Forum search suggests that they won't destroy them at all (open or closed), or will allow them to stand if it is the only path to some place.

I also realized useful things for additional overseers. We have a distinct lack of flying demons (as it stands, only Grey Demons are roaming hell/they are non-flying), and looking back, I can't find us ever having dealt with flyers. The practical upshot is that once the support pillar is cast, a second hell bunker could trivially be made without risking any dwarfs by making sure the entire thing is exactly one Z-level above ground level, and making sure that no land units can path into it.

Also, when the aqueduct is completed, the 400+ stone generated should be washed into hell. I can construct a "cup" of sorts to catch it, leaving a massive amount of stone close to hell

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **gunpowderte**a on **June 03, 2012, 02:40:24 pm**

Yeah! So somebody will finally (ab)use the aquaeduct! I really like what you are planning (and do not grudge you the delay). Go team CARP!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 03, 2012, 07:23:04 pm**

Quote from: gunpowderte on June 03, 2012, 02:40:24 pm  
Yeah! So somebody will finally (ab)use the aquaeduct! I really like what you are planning (and do not grudge you the delay). Go team CARP!

Sadly, I had to build a new one, but its all good. Only now that I've played through part of summer do I see the third vein in the upper-lefthand corner which would have probably worked better for my needs. In addition, looking at the walkway coming off that vein, I don't actually need to build a pillar in hell, seems I can build off staircases with nothing supporting them (could have sworn that caused an instant cavein). Might have to do with only using an downward staircase vs. up/down one (also not sure if that "hanging" staircase is demonproof from the bottom.

I've played about four hours today, and will do the writeup first thing tomorrow. Couple of interesting things happened, one of which has required me to suspend CARP training for the immediate future. I also realize I might have created a new method of tower building which is probably going to get a separate write-up as other players might find it useful.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **GentlemanRaptor** on **June 04, 2012, 03:18:20 pm**

This is one of the more awesome things to happen to this fort. Dwarven Marines! HOOAH!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **EmeraldWind** on **June 04, 2012, 10:30:07 pm**

SEMPER EB!  
  
Spoiler (click to show/hide)  
Short for semper ebrios.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Velard** on **June 05, 2012, 09:55:33 pm**

This is genius. Flood the demons, then send specially trained shocktroopers to defend our position, AND attack in the confusion. I've never seen such beautiful dwarven stratagem. How exactly will we reclaim the HFS after it's been flooded, though? Demons don't need to breathe, but we do. We'd be at the long-term disadvantage. Then again, this is so dorfy that none of that matters! **To victory, C.A.R.P.!**

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 06, 2012, 03:02:13 pm**

Quote from: Velard on June 05, 2012, 09:55:33 pm  
This is genius. Flood the demons, then send specially trained shocktroopers to defend our position, AND attack in the confusion. I've never seen such beautiful dwarven stratagem. How exactly will we reclaim the HFS after it's been flooded, though? Demons don't need to breathe, but we do. We'd be at the long-term disadvantage. Then again, this is so dorfy that none of that matters! **To victory, C.A.R.P.!**

Hell itself won't specifically flood. Water will either flow off the edge of the map or into the eerie glowing pits. The end result will be a aqueduct sprawling the roof of hell, with bridges that trigger as the dwarfs pass through the aqueduct\*. If I can generate enough soap, large portions of the aqueduct will be built out of it to create suds.

As the dwarfs emerge from Via Purifico, the drainage gates on the aqueduct will open, creating several waterfalls in hell, obscuring the demons vision with mist. Just picture it. As the demons stand confused, the CARPs attack shrouded in the haze. The standing 1-3 level water will protect them from dust and demon sickness nullifying the demons worst attacks as they get hacked to pieces. Our marksdwarf will lay down covering fire either from the Hellbunker, or a new underhanging passage built under Via Purifico.

It will be glorious.  
  
(Writing up remainder of spring update/beginning of summer. Release weeks at work leave little in terms of free time :-/)  
  
\* - might need to be replaced with a lever pull depending on if pressure plates work underwater.  
  
(and as an aside, how do we not have a TVTropes page?!)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 06, 2012, 03:51:00 pm**

Quote from: NCommander on June 06, 2012, 03:02:13 pm  
(and as an aside, how do we not have a TVTropes page?!)

I can fix that.  
  
Fixed (<http://tvtropes.org/pmwiki/pmwiki.php/DwarfFortress/Deathgate>)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 06, 2012, 04:57:45 pm**

OOC: Will try and finish summer tonight/tomorrow. In addition, I noticed at least half the buckets in Deathgate are suffering from the lye/water bug, making them unusable for anything. Can I run drybuckets from dfhack to fix the glitch? I don't believe their is an ingame way to fix it sadly ...

**Journal of Id 'NCommander' Matulcog**  
**28 Slate 777**  
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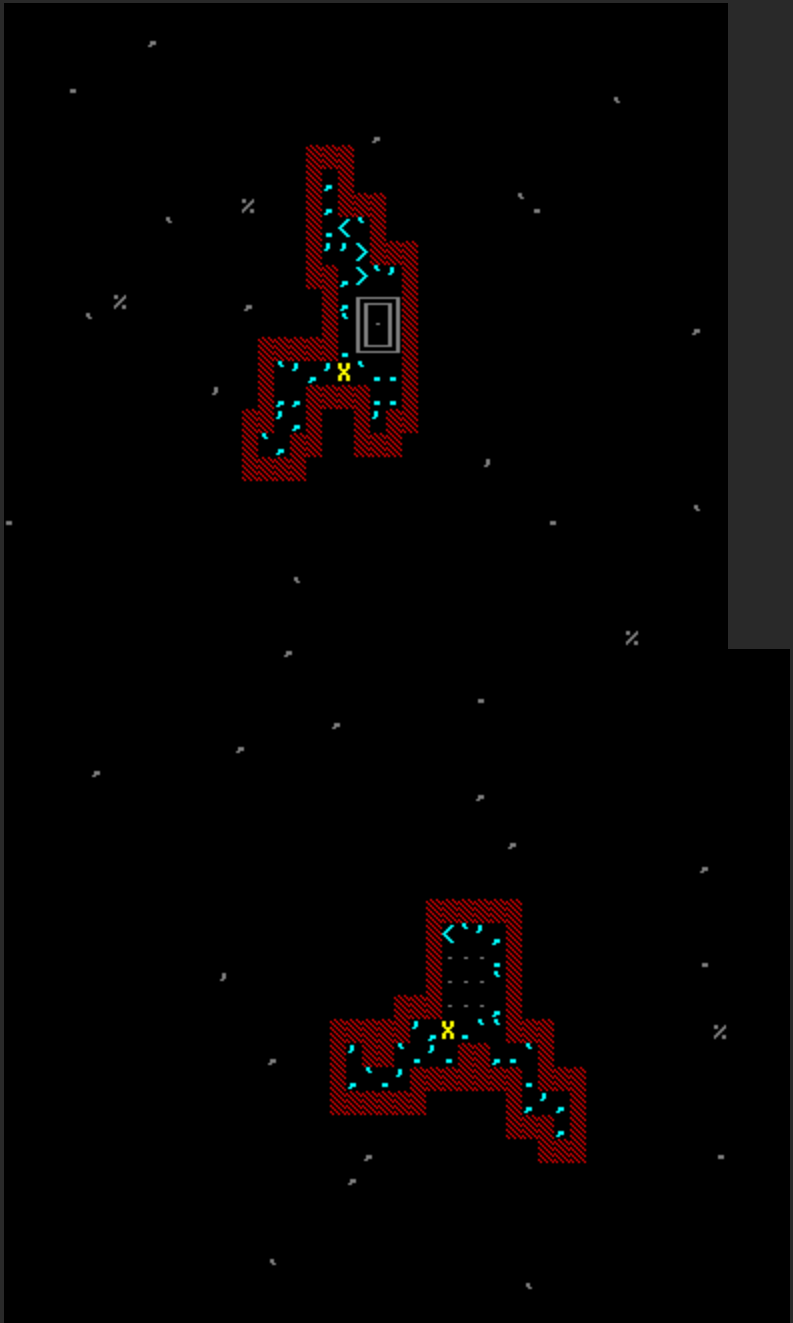
Construction on the Areltulon continues at good speed. A squad of four miners, lead by NRDL have dug through 47 layers of stone and are now directly above the third cavern layer. At their current rate of progress, I expect them to reach Z-90 in a little less another month. Meanwhile, construction efforts below continue a breakneck pace. Even the children have decided to join in!

|                                            |        |              |
|--------------------------------------------|--------|--------------|
| ùshrir Ardesrìsen, Dwarven Child           | Remove | Construction |
| Kulet Cogengash, Dwarven Child             | Remove | Construction |
| Mùthkat 'Lashidang' Orrunèrith, Baby Demon | Remove | Construction |
| Sarvesh Urdimaban, Dwarven Child           | Remove | Construction |

After more deliberation and consultation with some of the more engineering minded members of the fort, I've made slight modifications to the magma pouring system.



Instead of having magma drop through a corner tile, a diversion has been installed above to move the magma through the center, allowing constant access to all the necessary pouring sites; the end result will be a 3x3 tower with a molten magma core, perfect for heating the Areltulon's cleansing waters.



The pour hatch, masonry walls, and activation lever have also been successfully installed, and I've received reports from our miners that all the necessary channeling has been completed.

We are ready to begin casting the tower. I must admit that I've never heard of tower construction being done in such a fashion, and some of my fellow dwarfs suspect that the attempt will fail. However, we have come to far to abandon, nor will I unnecessarily risk any dwarf in the Areltulon construction. I have yet to have a fatality on my watch, nor shall I allow one now.

**1 Hematite 777**  
===

**It is now summer.**

To think it is already summer. I went and reviewed our CARPs progress ...



```
Dastot `Eldes II' Asmeldeleth
"Dastot `Eldes II' Merchantpo
♀

Pickup Equipment
Proficient Swimmer
Dabbling Negotiator
Dabbling Judge of Intent
Dabbling Intimidator
Dabbling Conversationalist
Dabbling Comedian
Dabbling Flatterer
Dabbling Consoler
Dabbling Pacifier
Novice Student <Rusty>

c: Combat  b: Labor m: Misc
g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done
```

Satisfied with their progress thus far, and tired of the constant complaints for food, water, and sleep, I've released them from their watery dungeon.



With that task aside, I reorganized the military into those who have undertook stage one of CARP training, and those whom haven't, and prepared the second batch to be thrown into the trade depot once it has been drained and reset. Based on our progress mining progress thus far, I've decided to re-instate NRDL back into the CARP program; I believe the remaining three miners will be sufficient.

Knowing that I must also be submersed for at least a month, I've laid out the remaining construction plans for the next several months, and any remaining orders. I will be able to relay additional orders through the airhole at the top of the depot, so I am not concerned about appointing a successor to rule in my absence. Before I go under though, I must ensure that the obsidian casting begins.

I give the order to pierce the magma sea ...



And now all I can do is wait and watch ...

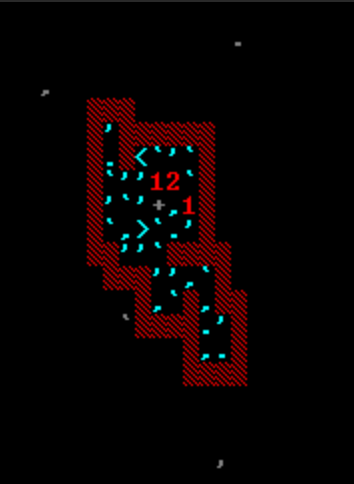
## 2 Hematite 777

===

As I slept, the hole was successfully punched through the magma sea, and our miner escaped out of the emergency stairwell I had constructed



That is not to say that everything went according to plan. Due to the limited room to construct the bend for the flowing magma, some has, from time to time, spilled onto the floor directly above. For the moment, it is not a concern, but the situation must be carefully watched less we end up with !!dwarfs!!.

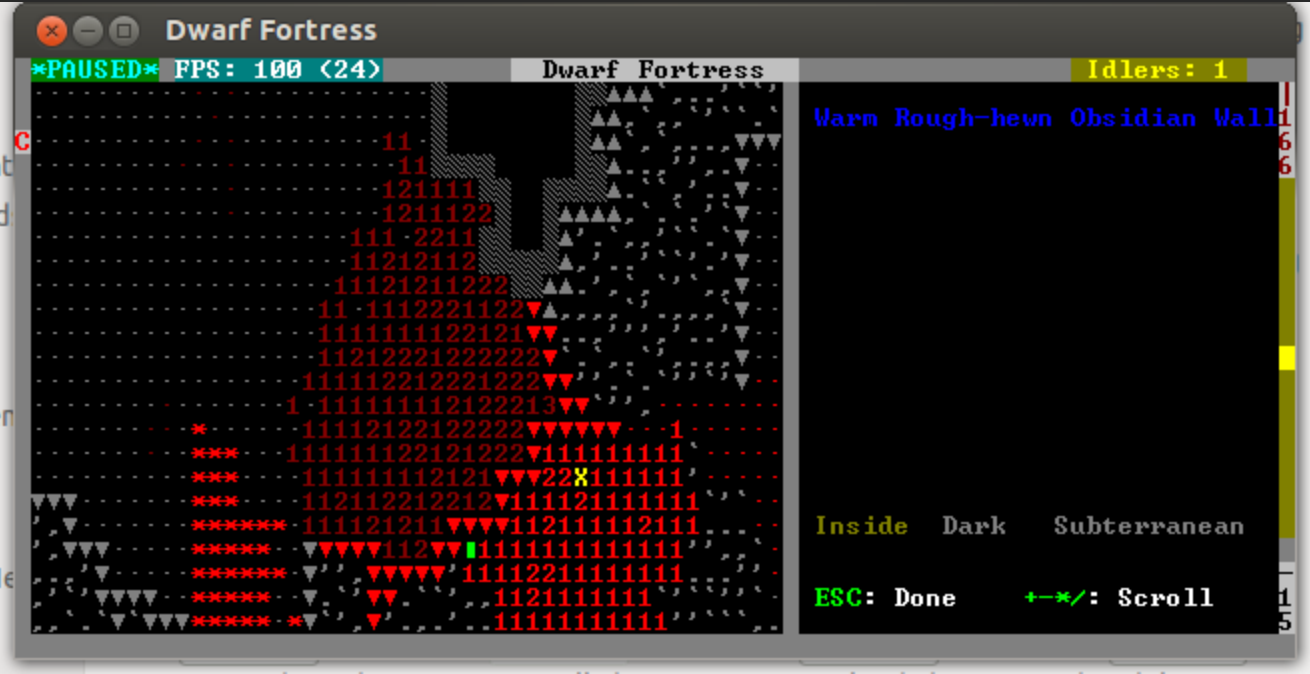


However, peering down into Hell itself, I can already see that a nice layer of magma has spread over the surface of Hell. Now for the moment of truth. I ran upstairs, grabbed a bucket and filled it from the nearby well. Racing down to the pit, I grabbed the bucket and threw it over the side. I could see the water glisten through in the air for a moment until it hit the magma below. Instantly, a cloud of steam formed, and my vision was obscured.

Several long seconds passed in silence ...



and then ...



SUCCESS!!

I quickly gave my final orders to begin casting the tower one level at a time. For the moment, things seemed like they might turn out alright for a change. I must now join my fell squadmates in the trade depot and undergo CARP training. While I'm unavailable, I've asked others to update this journal to report on their progress and various doings throughout the fort.

P.S.

I almost forgot to mention it, but progress on the gym has come along nicely. I also believe the missing pump for the BATTERY has been installed, and will look at activating the device in the coming months.



I look forward to using it once I've recovered from my aquatic training. Now I must truly go ..

---

(That night ..)

**Id 'NCommander' Matulcog, Overseer Cancels Station: Resting Injury**  
**Etur 'Scaliper II' Mebzuthudar, Sldr:Spr Cancels Station: Resting Injury**

```
Id `NCommander` Matulcog, Slid
"Id `NCommander` Danceboot"

upper body      Unconscious
lower body      Dizzy
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Etur `Scaliper II` Mebzuthuda
"Etur `Scaliper II` Oarrain"

upper body      Unconscious
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Kol Kälántulon, Dwarven Child
"Kol Trailroads"

upper body      Unconscious
lower body      Dizzy
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done
```

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **June 06, 2012, 05:37:28 pm**

Whats this? Dizziness! Oh no! A dreaded cave spider attack!

Oh, they're unconscious as well. And his arm is broken. Oh thats good then, maybe its just demons!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 06, 2012, 06:17:35 pm**

```
Quote from: Urist McDwarfFortress on June 06, 2012, 05:37:28 pm

Whats this? Dizziness! Oh no! A dreaded cave spider attack!

Oh, they're unconscious as well. And his arm is broken. Oh thats good then, maybe its just demons!
```

Both of those would be relatively easy to fix :-/.

At least I have a general idea of what happened now.

(also, I added the DG logo to the TVTropes page)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 06, 2012, 07:56:41 pm**

I encourage everyone to add and edit to the Deathgate page on TvTropes.

I want it to be an epic page!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 06, 2012, 08:39:42 pm**

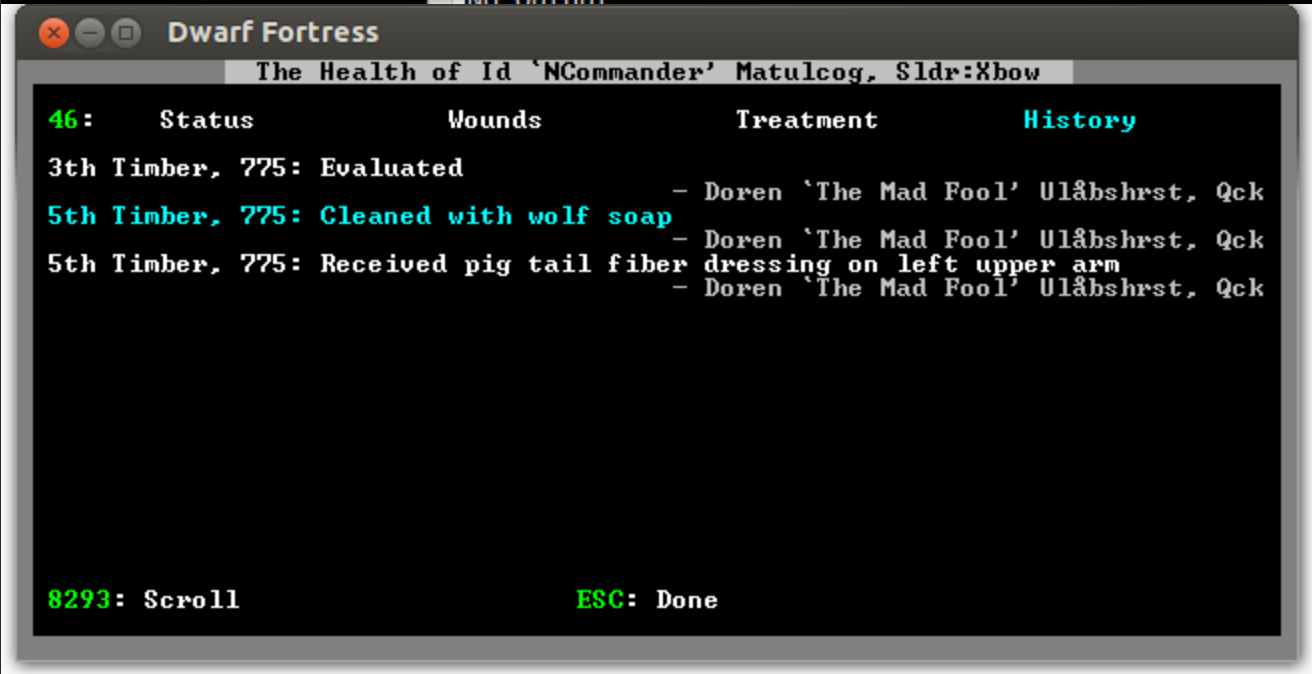
Finally figured out what happened ...

**Doren `The Mad Fool` UIÃshorast**  
**Chief Medical Dwarf of Rashinod Okbodgeshud**  
**6th of Heminate, Year 777**  
**===**

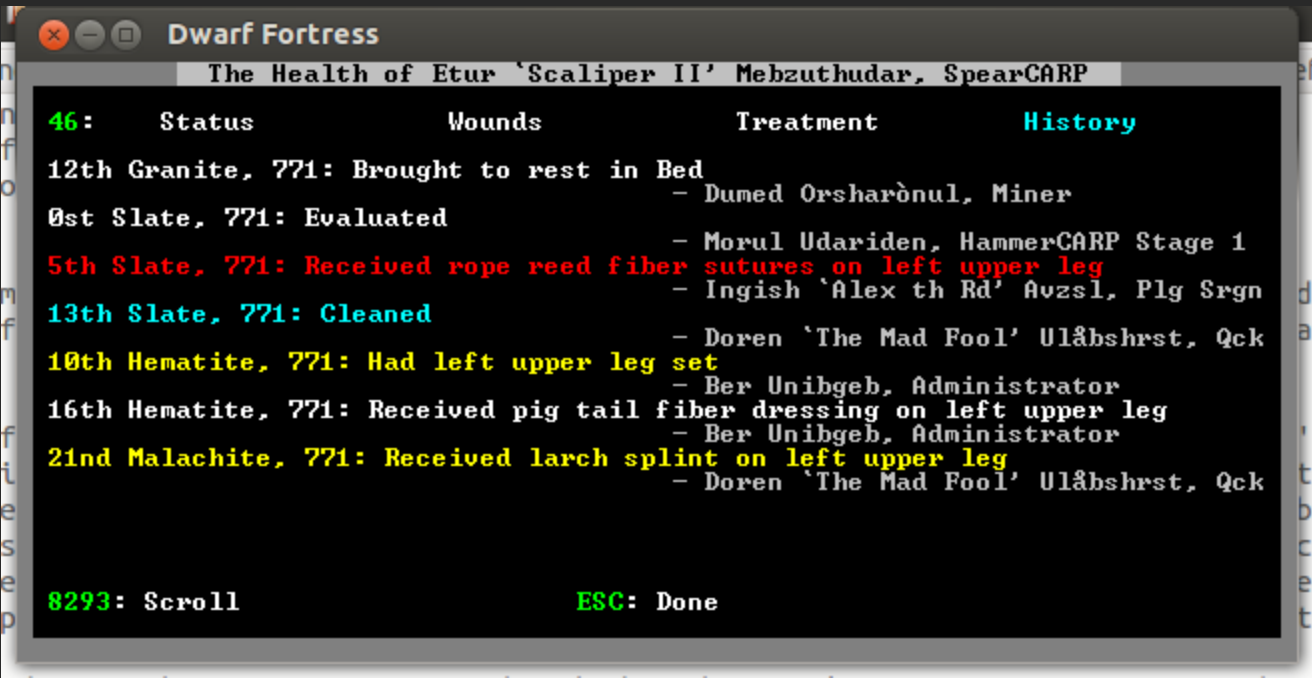
My, my, my. Its been so long since my hospital has seen any new patients, and what an interesting case they bring with them. Three dwarfs, all of them healthy suddenly fall over and collaspe across the fort at roughly the same time. What an interesting enimga we have before us.

The first subject is Id Matulcog, female, and sometimes known as 'NCommander'. She was the first one to be discovered collapsed just outside the farms by the trade depot. I carried her myself back to the hospital for experimentation. The fortress records have her listed as born 3rd of Limestone, year 679, she is ninety-seven years old. Subject #1 has copper eyes, wrinkled cinnamon skin, and bares scars on her left upper arm from when I previously treated her. Her records also indicate she is seige engineer by trade, a professional marksdwarf, and Deathgate's current overseer. According to witnesses, she was enroute to the trade depot for some sort of specialized training. At first glance, there are no physical adomatities that I can see ...

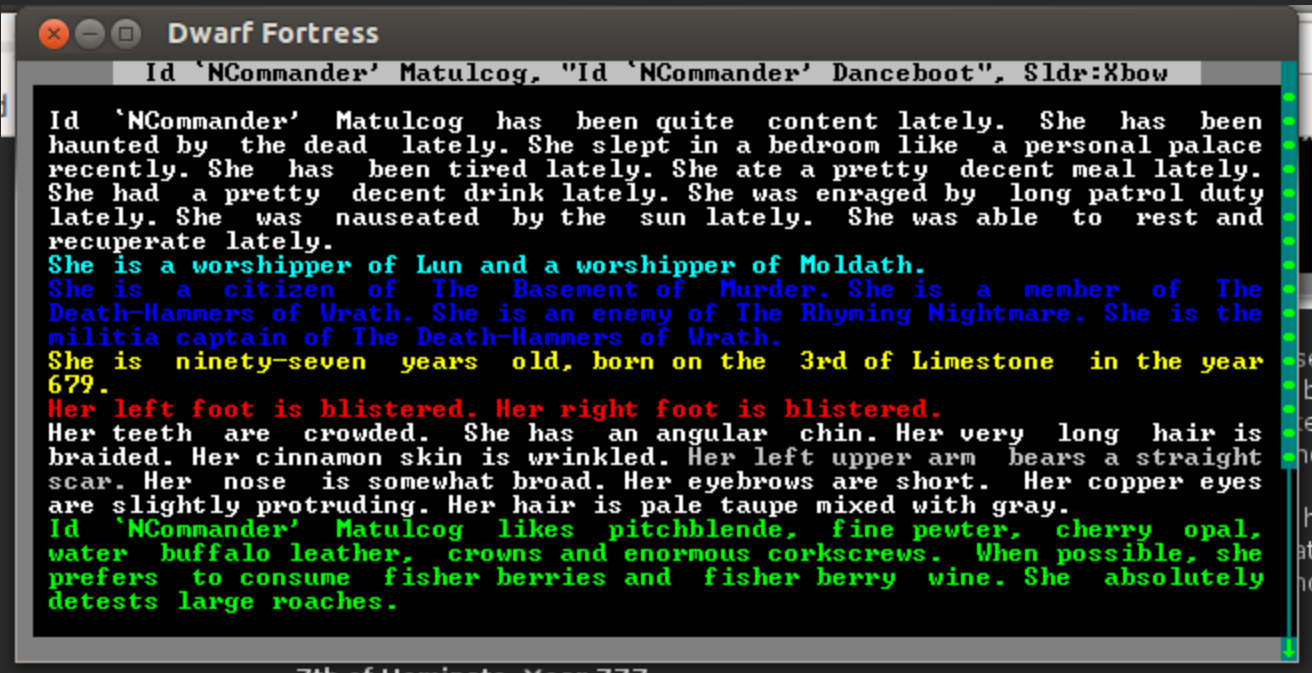




Second in my hospital is Etur Mebzuthudar, better known as Scaliper II. Subject is male, 95, born on 25th of Granite, year 681. He was discovered collapsed on one of the main ramps leading into lower Deathgate after completing whatever crazied training Overseer Matulcog ordered him to. As with Id, he has wrinkled cinnamon skin, though possesses unusual taupe hair with some gray. A carpenter by trade, and a speardwarf in our military, he was the previous overseer before Matulcog overthrew him. My assistants helped patch him up after a his run in with a demon some years ago. As with Matulcog, he shows no outward sides of illness aside from being unconscious ...



Stranger, and stranger still, yes ... so many INTERESTING possibilities. Upon closer examination of the subjects and removal of their armors, I have found small blisters forming on the bottom of the feet on both subjects. It seems that both of these dwarfs were exposed to demonblood that runs rampant through Deathgate.



The question is how were they exposed. From those I spoke with, neither victim was in the vicinity of the Hellbunker. It seems so unlikely that these two, both overseers of Deathgate, would fall to random chance, one right after another, yes ...

This however, presents an opportunity, yes indeed it does. I have so longed to have one of those demon carcsises to dissect, but the previous overseers have consistantly denied me the request. With the current overseer incompatitated however, I may finally be able to

get my hands on one of those corpses, or at the very least, the demonblood itself. These two are in stable condition for the moment, and they will be none-the-wiser should I leave for a bit.

7th of Heminate, Year 777  
===

Success! Outside the trade depot, I located a large pool of blood, no doubtly created when the waters in the depot were released.



I took a sample back to my lab, and was finally able to isolate the demon's extracts present in the tainted blood. It would seem someone or another coated one of the CARP dwarfs armor in demon extract, and waited for it to wash off, allowing it to poison not only our current overseer, but destory our military in one fell swoop. What a delightly evil plan, there only a handful cunning enough in Deathgate to enact such a plan, only to be stopped because my intellectual cunning and greatness, oh yes!

Acting in Id's steed, I've ordered the spot to be a restricted traffic zone, and will have a floor installed to cover the poisons after I collect more samples. Whomever designed this cunning trap shall rule the day they minced minds with THE MAD FOOL!

Oh, and it seems another is now being brought into my hospital, how delightful ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **renegadelobster** on **June 06, 2012, 09:43:30 pm**

So...have I been Dorfed yet?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **June 06, 2012, 10:15:59 pm**

Wait...

You serious? You managed to give a sizable chunk of our military a demon extract bath?

That's the best thing ever. I was sitting here grouching about how we can't have horrible things because of careful overseers, but my complaints are now rescinded.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 06, 2012, 11:28:18 pm**

Quote from: [renegadelobster](#) on June 06, 2012, 09:43:30 pm  
So...have I been Dorfed yet?

Not yet, need to sit down and go through all pending dwarf requests.

Quote from: [kefkakrazy](#) on June 06, 2012, 10:15:59 pm  
Wait...  
You serious? You managed to give a sizable chunk of our military a demon extract bath?  
That's the best thing ever. I was sitting here grouching about how we can't have horrible things because of careful overseers, but my complaints are now rescinded.

Well, it wasn't my intention, but it seems to be the case :-/. Fortunately, while the extract was in the depot's waters it didn't infect anyone; it only got people who stepped through the blood after it was expelled. Does prove though that having a shower system in hell will make things far more even and it seems once a dwarf is infected, they become immune to future biological warfare ...

I can't decide if this is a "Gone Horribly Right", or "Gone Horribly Wrong" case though ...

(the vast majority of the military has it. I'm debating deliberately introducing it to the rest so they can't be infected later; Scalliper also got really far into the fort after leaving the depot which suggests the damn thing has an incubation period. When it strikes, it leaves everyone dizzy and unconscious; prime demon fodder.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **June 07, 2012, 12:02:21 am**

I'm assuming the victims eventually recover, right?

Also, thanks for training up my dorf.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 07, 2012, 12:05:56 am**

Considering I built the Trade Depot/swimmming pool in the first place, it's probably partially my fault.

Wait... then that means my works continue to have no benevolent value and are only good for evil! MY LEGACY CONTINUES! 8)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 07, 2012, 12:23:14 am**

Quote from: NRDL on June 07, 2012, 12:02:21 am

I'm assuming the victims eventually recover, right?

Also, thanks for training up my dorf.

Half the military has it, so as long as they don't starve in bed waiting for TheMadFool to diagnosis them, everyone should survive.

Quote from: ThatAussieGuy on June 07, 2012, 12:05:56 am

Considering I built the Trade Depot/swimmming pool in the first place, it's probably partially my fault.

Wait... then that means my works continue to have no benevolent value and are only good for evil! MY LEGACY CONTINUES! 8)

Its probably for the best. Once they get demon sickness, they become immune so in effect, they become that more badass. I've suspended CARP training though for the time being to study if there is any long term effect (i.e., ability to grasp lost). In addition, if a dwarf in water falls unconscious, they immediately begin to drown; the trade depot doesn't have an easy way to quickly drain it, and I'm determined not to loose any dwarfs on my turn if I can avoid it.

That being said, I feel like I'd be crossing a moral event horizon by plaguing our own solders ....

(on an aside, the tvtropes page is growing at an alarming rate; I didn't know how many of us were tropers!)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NRDL** on **June 07, 2012, 12:27:46 am**

Wait...the dwarves already infected become immune to the syndrome?

My God, you've invented Dwarven vaccination.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 12:53:15 am**

Quote from: NRDL on June 07, 2012, 12:27:46 am

Wait...the dwarves already infected become immune to the syndrome?

My God, you've invented Dwarven vaccination.

I believe so. May require some !!science!! to verify but I've yet to see anyone brought to the hospital for it until now. If Dwarf's didn't gain immunity, TheAussieDwarf to constantly be going in and out of the hospital since he's constantly smoothing and engraving the bunker. In addition, more of the military should have been laid up if one could be infected twice.

If nothing else, the trade depot drowning chamber indirectly will help boost the life expectancy of the military by leading to the invention dwarven vaccination.

Also, the idea of vaccinating our dwarfs vs. turning them into walking plague carriers suddenly made it more palatable ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **ThatAussieGuy** on **June 07, 2012, 12:59:00 am**

Why am I not at all surprised my dwarf is engraving the surface of Hell?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 01:05:52 am**

Quote from: ThatAussieGuy on June 07, 2012, 12:59:00 am

Why am I not at all surprised my dwarf is engraving the surface of Hell?

I'm pretty sure I snapped his mind by using the trade depot for good vs. evil. He mumbled something about that madman running the fort then disappeared below.

(I also learned that the symbol of The Basement of Murder is an image of full moons[sic]. Makes you wonder what the hell sort of planet we're on)

EDIT: And this ...

"Engrave on the wall is a finely-designed image of Lun, the deity of the weater, depicted as a male dwarf by Kib Avalmonon. Lun is screaming."

Even the gods are freaked out as hell about Deathgate ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **ThatAussieGuy** on **June 07, 2012, 01:17:25 am**

I'm not surprised, considering what you're mixing into the trade depot/swimming pool.

Also has anything good EVER happened under a full moon?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 02:10:58 am**

Quote from: ThatAussieGuy on June 07, 2012, 01:17:25 am

I'm not surprised, considering what you're mixing into the trade depot/swimming pool.

Also has anything good EVER happened under a full moon?

How was I supposed to know that we had dried demon blood on our armor that would flow off and generate a demon blood trap when the doors were unlocked?! At least I didn't add vampire blood to the mix.

Also, I did have a night creature transform and destroy half a siege once, so you can make full moons work for you.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **AnimaRytak** on **June 07, 2012, 01:26:07 pm**

Deathgate's TvTrope page needs a quote for the top. I'm thinking of using Blade Master's quote from the OP.

Anyone else have any other suggestions?



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 02:03:12 pm**

Quote from: AnimaRytak on June 07, 2012, 01:26:07 pm

Deathgate's TvTrove page needs a quote for the top. I'm thinking of using Blade Master's quote from the OP.

Anyone else have any other suggestions?

I personally like your first quote in the OP about driving the fort into the ground. Its a pretty succent summary of the entire clusterfuck that's Deathgate.

EDIT: Geeze, looking at the tropes page, its starting to sound like a war epic, combined with social commentary due to the number of averted, subverted, and deconstructed troops. How many Succession Games can subvert "We Have Reserves"?!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **Blade Master Model 42** on **June 07, 2012, 03:06:33 pm**

Quote from: AnimaRytak on June 07, 2012, 01:26:07 pm

Deathgate's TvTrove page needs a quote for the top. I'm thinking of using Blade Master's quote from the OP.

I support this option. This support has nothing to do with any kind of personal motivation. Not at all.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **Urist McDwarfFortress** on **June 07, 2012, 03:22:56 pm**

I was just thinking, if Deathgate is the last dwarven fortress in the world, and we have no monarch, who does the civilization screen say is leading us? So if you push 'c' in game, what does it say about the Basement of Murder?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 03:46:17 pm**

Quote from: Urist McDwarfFortress on June 07, 2012, 03:22:56 pm

I was just thinking, if Deathgate is the last dwarven fortress in the world, and we have no monarch, who does the civilization screen say is leading us? So if you push 'c' in game, what does it say about the Basement of Murder?

"This land has no important leaders."

Or in other words: "Oh Crap!".

EDIT: Demon sickness update; my dwarf recovered on her own, and seems to be fine; the D dropped off her on the health menu. Scalliper hasn't recovered yet but I suspect its just a matter of time.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **GentlemanRaptor** on **June 07, 2012, 05:03:03 pm**

Quote from: AnimaRytak on June 07, 2012, 01:26:07 pm

Deathgate's TvTrove page needs a quote for the top. I'm thinking of using Blade Master's quote from the OP.

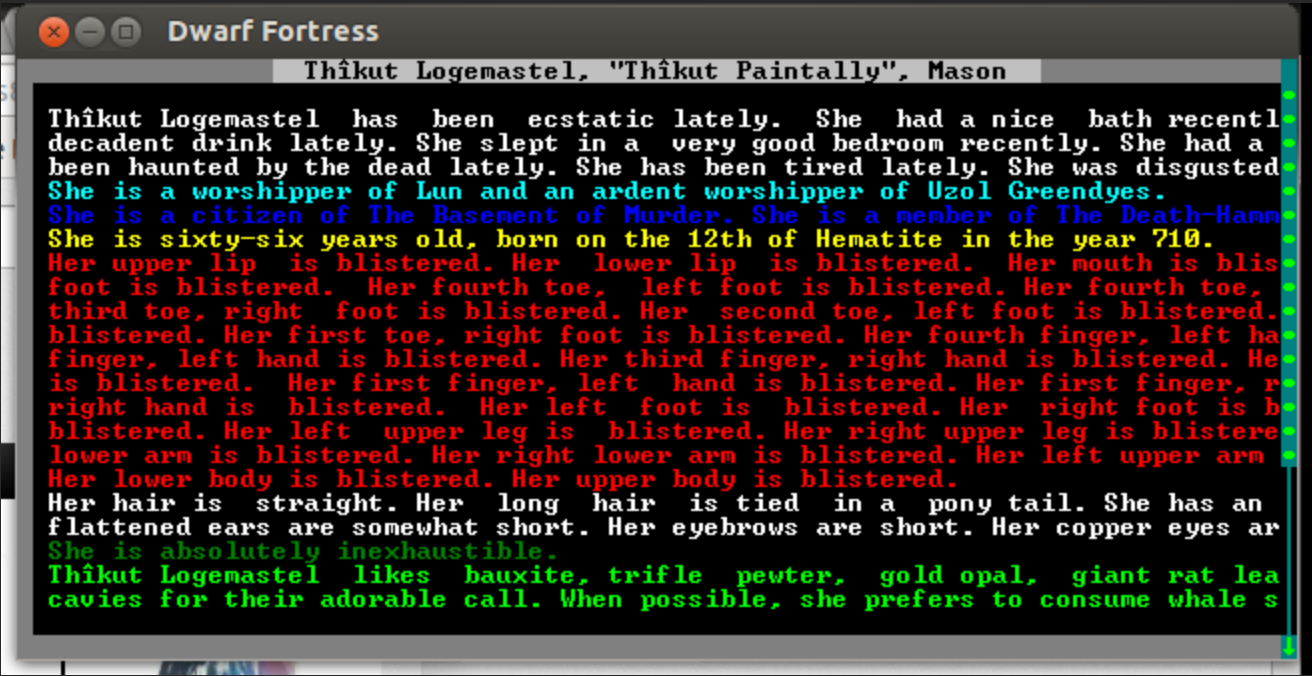
Anyone else have any other suggestions?

No, I think using Blade Master's is a good idea. It kinda fits with the theme on the DF community trope page, too.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **NCommander** on **June 07, 2012, 05:41:23 pm**

So far things go relatively well, though I had a \*slight\* accident. Will fully writeup tonight/tomorrow morning, but I'm curious if anyone can guess what happened:



Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **GentlemanRaptor** on **June 07, 2012, 07:40:11 pm**

Wasn't there a syndrome that caused blisters to break out all over?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**

Post by: **tahujdt** on **June 07, 2012, 08:16:21 pm**

Spoiler: [What Gloin would have said if he had lived here](#) (click to show/hide)

Quote

"~~Moria! Moria!~~ Deathgate! Deathgate! Wonder of the ~~Northern~~-Forum world. Too ~~deep~~ not deep enough, we delved there, and ~~wake~~ pwned the nameless fear."

My little contribution.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **The Mad Fool** on **June 07, 2012, 08:55:10 pm**

Heh, I like how you wrote my dorf, NCommander. :)

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 07, 2012, 10:15:50 pm**

Quote from: GentlemanRaptor on June 07, 2012, 07:40:11 pm

Wasn't there a syndrome that caused blisters to break out all over?

Its possible, but this wasn't caused by any demon.

Quote from: The Mad Fool on June 07, 2012, 08:55:10 pm

Heh, I like how you wrote my dorf, NCommander. :)

I drew inspiration from your journal log. Very much mad scientist.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 10, 2012, 01:08:01 am**

OOC: I'm currently stuck on a very slow and crappy internet connection, so I can't upload the images for this update. I have them though so as soon as I have a slightly less crappy connection, I'll edit them in. Forgive any typos, I wrote this fast. I will go back and copyedit it sometime this weekend.

NRDL - if you are unhappy with the protrail of your dwarf, let me know, and I'll change it to one of our nameless ones

**Temporary Overseers Log**  
**Solon 'NRDL' Oltarstukon**  
**Hematite 10th, 777**  
**===**

So, while the boss and Scalliper is laid up with that damn demon sickness, I'm taking over for her. Having already dealt with that blasted bullshit, I know how shitty it can be, you know? Plus having to deal with our doctor, ugh ...

On the plus side, since the military got a demon extract bath, we're now all immune to the fucking thing, and the blisters don't hurt THAT badly after awhile.

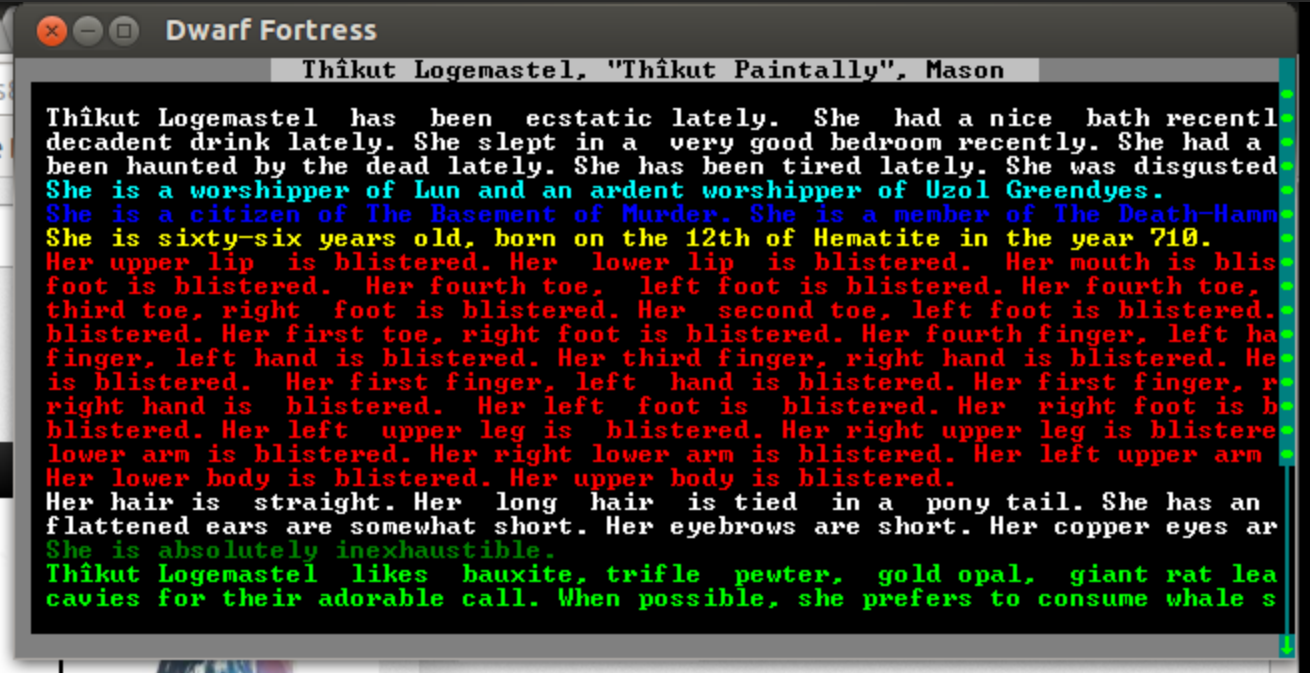
Anyway, construction continues on Areltulon's waterway, me and the boys now dug through Z-70, so we're almost there, only 20 more levels to go.

Got to say, the entire idea of thing is crazy, but I sure hope as hell that we finish it soon, I can't wait to kick some demonass after we humilate that freaking bastards. The bosses's obsidian tower casting also working, and we've cast the base and part of the second level, but she forgot to account for one thing, you see?

Steam.



One of the masons who decided to help pour water to build the tower was scalided beyond believe. She freaking more blister than dwarf! Despite this, she remaining in good spirits, and seems happy enough, so she went and continued with her normal duties.



We already have issues with demon blisters, and I ain't scaliding any more of our dwarfs so I cancelled out the water pouring orders. Since for the moment, we are done with magma casting, I went and pulled the magma shutdown lever.

Except it didn't work ...

IMG: Open hole with magma flowing down it, missing hatchcover

Damn it, I know we installed a magma-safe hatch, what the freaking hell happened? Right now, the magma sea is now pouring

uncontrollably into to hell, and I ain't got a clue on how to stop it.

Ugh, I can see why most of our overseers only last a year, this job is freaking stressful.

Hematite 12th, 777  
===

Well, the hatchcover has been found.



Seems the damn fucking idiot who installed the damn thing used **non-magma safe** screws to bolt the damn thing down. When the magma ran through the pour hole, the screws melted and the thing fell into hell. When we pulled the lever to open the damn thing, the thing fell down into hell, and we didn't notice none cause the lever was supposed to start the magma flow.

Doesn't solve the immediate problem of how to stop magma flowing into hell, but at least one mystery been solved.

In other news, the boss has been released from the hospital, and will be returning to work tomorrow, so I can go back to finishing the aqueduct and let the boss deal with this legendary clusterfuck.

---

Journal of Id 'NCommander' Matulcog  
9 Hematite 777  
===

Ugh, finally free of that blasted Mad Fool. I swear, waking up with him standing over me and, in his words, "examining me" for deformaties was quite possibly the scariest thing to happen to me in Deathgate, and that's saying a \*lot\*. So creepy ...

If it wasn't for the fact he's actualling fucking good at his job, I'd so have his ass in stockades. Unfortunately, he still has Scalliper, as he has yet to wake up from his demon-induced coma, though I expect he will make a full recovery any day now.

Course, I find that we've been sabogated by our own stupidity now. Seriously, how fucking hard is it to properly install a hatchcover? The installation instructions are engraved on the damn thing. Hell, I could have done it right in my sleep.

Still, can't piss over spilled milk now, can I?

Having had some time (and several barrles of fisher berry wine) to think it over, I think I know how to solve the leaking magma sea. The Areltulon is designed to dump tons of water. The solution is blindingly obvious.

IMG: Stairway directly above leak from the magma sea

Just let it work as intended.

See, we had to install a staircase to get a miner in position to pierce the magma sea, and survive to tell the tale. Those stairs are still in place even now, granted submersed in magma. The fact though is that water can flow down them.

When the water makes contact with the magma, presto, obsidian plug, stopping the magma flow.

Or so I hope ...

I had hoped to allow excess magma in hell evaporate before deploying t any water down the pipeline, but there is nothing to be done. Maybe we'll get lucky and it will take out a couple of the wandering demons.

Unfortunately, such an endeavour requires someone who is well engineering minded to complete, and I still need to complete my own CARP training. This demon extract business aside, Deathgate still needs its supersolders, and thus I can not bring myself to cancel the program. However, due to the progress thus done, I've allowed NRDL to partake with the training as only a few more levels must be dug through before the first part of the

However, I have a perfect dwarf in mind to oversee plugging the magma sea while I'm indisposed. I must make some final preparations though before hand ...

PS: I found that we had an unenlisted macedwarf in our ranks. He was promptly drafted, and told to report for CARP training. Deathgate's military now stands at 18 strong.

IMG: Our latest military addition.

---

Evil Plotting Log  
Zuntir "ThatAussieDwarf" Gikuturdim  
Hemitite 22nd  
===

Ahahah, I can't believe how well my plan actually worked, that idiot Matulcog played straight into my hands. I shall have my revenge for her perveting my glorious death machines! And to think, all it took was a few wooden screws! Hahahaha!

Everything goes as planned.

And to think, the Hellbunker now has a perfectly functional magma moat! Though I must admit, the smoke from the burning remains of the corpses and the old Hellfarm remove a bit of the appeal, but that problem should be solved soon enough.





First things first, I must get my BATTERY operation, Deathgate MUST have the power to fuel my plans. Fortunately, Matulcog followed my instructions on the pump installation so it is merely now a matter of operating it, and to "put the wheels in motion" so to speak.

IMG: BATTERY pump.

Secondly, I must remove Deathgate's current overseer. As it stands, I only weild power through her authority, and as soon as she returns, that power will be lost. There is however a way to kill two birds with one stone. Specifically, the "Overseer Succession Act of 755"; should Deathgate's current overseer befell an "unfortunate accident" and perish, the fort shall immediately pass to the most capiable dwarf of leading us in the crisis. As Matulcog has already placed me in charge of Deathgate, it is trivial to make a case that I should succeed her.

Once that is done, I merely pull a few strings here and there, and Deathgate shall be finally mine for all eternity. Muhahahahaha.

Now, all I must do is elimatte Matulcog. Unfortunately, she has surronded herself with the majority of our military. While it would be a trivial matter to simply overflow the trade depot until they all drown, such a loss of brute muscle is unacceptable. No, for the moment, she is invincible, but that can be solved, oh yes!

Her device, the Areltulon, shall play a roll in her demise. I reviewed the blueprints for the machine, and noticed a footmark "consider installing archery walkway under main waterway". I've decided that I will implement this plan, and extend said walkway from the Hellbunker.

IMG: Archery firing range extending from the Hellbunker with completed and designated masonry.

To keep with appearances, I shall allow construction of her insane device to continue. Even now, our miners have breached Z-80, and are only ten levels from their goal. I designed to redesign the main water intake to allow installation of a drawbridge as a master shutoff should it ever be needed.

IMG: Redesignated water intake.

As for Matulcog, well, you know the dangers of cement, and she is such a heavysset dwarf. It would be such a "tragity" if she were to fall through the weak stonework and into the magma below.

It shall all go as planned!

---

OOC: Ok, the fort now stands at midsummer. I honestly have no clue how that blasted hatchcover detached. I used a magmasafe mechanism as well, so I'm at a complete loss. If flushing water into the breach fails, I may have to dfhack in a plug, since its causing some serious FPS loss (fort is running at roughly 12 FPS now).

TheAussieGuy - as with NRDL's dwarf, if you don't like the characterization, tell me, and I'll toss the entire section, and rewrite it as something else.

Next update should be on Monday, and I'll upload all the images when I'm on an internet connection that sucks less (this one makes dialup feel fast).

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 01:14:28 am**

S'all good so far, NCommander. Though I'm surprised a devious TAD has turned up here considering he was last seen plotting in Hellcannon. Evidently he has many plans, all of them overly complex and utterly indecipherable to the discerning eye.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **June 10, 2012, 01:49:24 am**

I really like the personality you did, a no-nonsense person with his head in the ground.

Thanks!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **EmeraldWind** on **June 10, 2012, 01:51:36 am**

Quote from: ThatAussieGuy on June 10, 2012, 01:14:28 am  
S'all good so far, NCommander. Though I'm surprised a devious TAD has turned up here considering he was last seen plotting in Hellcannon. Evidently he has many plans, all of them overly complex and utterly indecipherable to the discerning eye.

Perhaps all incarnations of ThatAussieDwarf are part of a sort of hivemind or collective. Each one with the desire to plot/scheme/bamboozle/gambit, but the actual complexity, method, purpose, and the effectiveness of the plot depends on the individual AussieDwarf in question.

On one hand we have Hellcannon Aussie who has been planning something from the get go and like to fake his death and wear disguises to further complicate the ruse. On the other we have Deathgate Aussie, who just decided his time has come and start a takeover. Then there's Swordthunders Aussie...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 01:56:35 am**

Perhaps it's a clan or family of insidiously clever agents out for their own gains?

Swordthunders Aussie made no assumptions or conspiracies - He lead the fort to glorious victory, and then ventured into the deepest parts of the Glowing Pits with the fort's two greatest warriors in order to ensure that whatever lay down there would also be a Happy Place.

He's a black sheep in the 'family', I suspect.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2012, 02:08:34 am**

Flooding Hell with magma, another Deathgate first.  
Usually you have to make a cannon for that sort of thing.

On a side note. given the fact we have precious few dwarves remaining (at least for now, before the blisters and the burns mutate them into something other than dwarves), I think our CARP marines should be subject to a danger room. (Do we have wood for spears?)

We avoided doing this before, but we can't guarantee we'll ever get any migrants again.

EDIT:

Oh god. I just pictured a tantrum spiral with 18 CARP marines going berserk on one another.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 10, 2012, 02:39:34 am**

Quote from: NRDL on June 10, 2012, 01:49:24 am

I really like the personality you did, a no-nonsense person with his head in the ground.

Thanks!

Figured that as a solder, he'd be levelheaded. Mostly just a matter of figuring out the dwarf based on their profession (TAD aside, but I think they come in mastermind evil as a mater of fact).

Quote from: ThatAussieGuy on June 10, 2012, 01:56:35 am

Perhaps it's a clan or family of insidiously clever agents out for their own gains?

Swordthunders Aussie made no assumptions or conspiracies - He lead the fort to glorious victory, and then ventured into the deepest parts of the Glowing Pits with the fort's two greatest warriors in order to ensure that whatever lay down there would also be a Happy Place.

He's a black sheep in the 'family', I suspect.

Somehow, I think Hellcannon's breach of hell (as orchestrated by TAD) has to be related to my re-purposing of Deathgate's death devices.

Quote from: AnimaRytak on June 10, 2012, 02:08:34 am

Flooding Hell with magma, another Deathgate first.  
Usually you have to make a cannon for that sort of thing.

On a side note. given the fact we have precious few dwarves remaining (at least for now, before the blisters and the burns mutate them into something other than dwarves), I think our CARP marines should be subject to a danger room. (Do we have wood for spears?)

We avoided doing this before, but we can't guarantee we'll ever get any migrants again.

EDIT:

Oh god. I just pictured a tantrum spiral with 18 CARP marines going berserk on one another.

Is it depressing that almost everyone in the military has, "X the dwarf, d. 7XX" in their kill list?

As for danger rooming, I'm generally against it; seems a bit too unrealistic (although I runesmithed the CARP marines to check stats; their Strength stat is now between 2000-3000 depending if they were legendary before. We do have the wood to do it (and I believe we still have a legendary carpenter). In comparsion, most DG dwarfs are between 800-1500. And they are only Proficient Swimmers). That being said, I will design a new automated aquatic danger room (triggered by pressure plates) that will spit out instant CARP marines if the general consensious is to do it.

I'm starting to think we're going to end up with Headshots/Syrupleaf superdwarfs ... (and we all know how Headshots ended)

That being said, we've gotten this far without them, and I think it might cheapen our awesome with we charge our minds on this. I've been trolling legends mode on and off again. I \*think\* our last migrant wave was in 761-5 (somewhere in there). That means Deathgate gone over a decade without being resupplied. I still need to try and trigger a dorfsplosion (scheduled for Winter at this point) to try and up our numbers. As a compromising to danger rooming, we could lower the CHILD\_AGE in the raws; it won't affect any children already born, but anyone born after could grow up faster. my thoughts towards this though are similar to my danger room ones ...

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2012, 03:01:45 am**

Well, we can lessen the cheat by only using 1 or 2 training spears. Less spears equal slower training, so it's slightly less broken. Depends how low their combat skills are and how much of a boost they need.

Still though, they sound like super dwarves already. And what better way to add to the epic that is Deathgate with a dying civilization making Demi-Dwarves as super-soldiers/weapons of mass dwarfstruction.

Oh and, if the leader of the CARP marines isn't named yet, I'd like a redorf. (because my dorf is probably long dead.) Baring the leader, any will do.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 03:20:30 am**

Id actually recommend that you go full danger room, even if just on one specific CARP dwarf (perhaps the squad leader?). Having just one insanely leveled dwarf in decent gear makes a world of difference against demons.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Blade Master Model 42** on **June 10, 2012, 03:25:44 am**

I thought we were going all natural!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 03:48:55 am**

Quote from: Blade Master Model 42 on June 10, 2012, 03:25:44 am  
I thought we were going all natural!

Take it from someone who's done it twice - If there haven't been any migrants in a decade, the civ is dead and all that remains are the ones in your fort. Protect them however you can, because there aren't any more coming and the current ones aren't likely to breed.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2012, 03:49:42 am**

Quote from: Blade Master Model 42 on June 10, 2012, 03:25:44 am  
I thought we were going all natural!

We did! We invaded and conquered hell without a dangerroom.  
But now the Basement of Murder has gone extinct, and we may never get reinforcements again.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NRDL** on **June 10, 2012, 04:54:10 am**

Quote from: ThatAussieGuy on June 10, 2012, 03:48:55 am  
Quote from: Blade Master Model 42 on June 10, 2012, 03:25:44 am  
I thought we were going all natural!  
  
Take it from someone who's done it twice - If there haven't been any migrants in a decade, the civ is dead and all that remains are the ones in your fort. Protect them however you can, because there aren't any more coming and the current ones aren't likely to breed.

+1

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 05:40:10 am**

Come to think of it; I think the last time Deathgate had migrants was during MY turn. Does this mean I'm partially responsible for the extinct of a third dwarven civilization? :-\

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **kefkakrazy** on **June 10, 2012, 12:20:59 pm**

I'm kinda leaning towards the danger rooms on this one. Deathgate is arguably in the endgame if we're not gonna get migrants again ever; all that remains is to ensure that whatever happens is more awesome than humanly possible.  
  
What would DO it, though? At this point, berserking CARP dwarves is arguably the only thing epic enough to really make a good show of the ending.  
  
How does Reclaim mode work when the civ is dead?

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **ThatAussieGuy** on **June 10, 2012, 08:47:00 pm**

Quote from: kefkakrazy on June 10, 2012, 12:20:59 pm  
How does Reclaim mode work when the civ is dead?

Fairly well, it seems, given how the reclaim of Swordthunders seems to be going. Though I think they picked a different civ or something.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **Eldes** on **June 10, 2012, 10:20:35 pm**

I vote to make a danger room. If you can get it working before my turn, NCommander, I can make pretty much every military dwarf we have spend most of my turn in the room while everyone else is enacting my plans. By the next person's turn, we'll have a military of demigods and a clean fortress.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 10, 2012, 11:18:40 pm**

Quote from: AnimaRytak on June 10, 2012, 03:01:45 am  
Well, we can lessen the cheat by only using 1 or 2 training spears. Less spears equal slower training, so it's slightly less broken. Depends how low their combat skills are and how much of a boost they need.  
  
Still though, they sound like super dwarves already. And what better way to add to the epic that is Deathgate with a dying civilization making Demi-Dwarves as super-soldiers/weapons of mass dwarfstruction.  
  
Oh and, if the leader of the CARP marines isn't named yet, I'd like a redorf. (because my dorf is probably long dead.) Baring the leader, any will do.

Believe it or not, your still alive and kicking. He just finished pumping the water into the trade depot for the second set of CARP training. Unfortunately, one of them I locked in is unhappy so I have slight concerns for his mental wellbeing. I will have to keep a close eye on him.

(my dwarf and Scalliper are the current militia heads after the last military reorg to split up CARP/non-CARPs.

Quote from: NRDL on June 10, 2012, 04:54:10 am  
Quote from: ThatAussieGuy on June 10, 2012, 03:48:55 am  
Quote from: Blade Master Model 42 on June 10, 2012, 03:25:44 am  
I thought we were going all natural!



|                                                                                                                                                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Take it from someone who's done it twice - I there haven't been any migrants in a decade, the civ is dead and all that remains are the ones in your fort. Protect them however you can, because there aren't any more coming and the current ones aren't likely to breed. |
| +1                                                                                                                                                                                                                                                                        |

They are breeding, just slowly. I got a birth on my turn already. Hence the attempt to trigger a dorfsplision

|                                                                                                                                                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: Eldes on June 10, 2012, 10:20:35 pm                                                                                                                                                                                                                                                        |
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Sounds like the Ayes have it. One danger room coming up, hold the onions. Need to work out the best ideal design for the thing. Needs to incorporate drowning, dodging, and other stuff, etc. Never built one of these before (I usually use live fire/goblins to train my military).

Three problems though; first, we only have legendary carpenters, or no carpenters, and masterwork training stuff might still cause a fatality. Second, no mechanics; wiring up that many training spears might be painful. Third (and most important), we don't have enough sets of complete armor to get everyone equipped. Atomic is now Novice Armorsmith, and is running out of metals, we've got virtually no steel, copper, or anything at this point (he's using the last bits of bismuth bronze to practice with). We do have plenty of candy he could use, but it won't be masterwork or anything ungodly). We also lack furnace operators to smelt additional ore (I'm not sure if we HAVE any ore stockpiles left at this point).

I think we should start considering bringing Deathgate to a conclusion at some point though. I have ideas for a rather epic ending, but given we do have a new shiny release with minecarts, it might not be a bad idea for Deathgate 2: Die Harder!

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2012, 11:36:42 pm**

Really? My dorf is still alive? Can't say I saw that one coming.

Truthfully though, Deathgate is inching towards it's end. Therefor, I suggest the following stratagem.

Use 18 CARP marines, all danger-room trained, to stop the demons in Hell. We should retake and clean the Hellbunker and then leave it sealed against Hell to prevent future incursions. There still a good portion of cotton-cady armor and weaponry down there that I don't think ever got recovered. I don't think we have the manpower to wall off hell, so I won't suggest it.

We should also invade the cave layers and defeat the 10 or so forgotten beasts that are probably still milling about down there. If possible, we shall wall off and take all of the caves as our own. (This was an early goal that, alas, become nigh impossible after my last turn due to the loss of Karakzon and Tryrar.)

1. Train CARP.
2. Re-invade Hell
3. Defeat any and all demons located near the Hellbunker.
4. Retrieve ancient dwarven equipment.
5. Invade Caves.
6. Conquer caves
7. Conquer and secure surface against further invasions.

I find it unlikely that we'll reach step 7 but it's a goal. If, somehow, we reach this point, then Deathgate shall for ever stand as the fortress that defied the reaper.

Title: **Re: Deathgate - A Legacy of Horrible Things! (Succession Game)**  
Post by: **NCommander** on **June 10, 2012, 11:46:43 pm**

|                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: AnimaRytak on June 10, 2012, 11:36:42 pm                                                                                                                                                                                                                                                                                                                               |
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| <ol style="list-style-type: none"><li>1. Train CARP.</li><li>2. Re-invade Hell</li><li>3. Defeat any and all demons located near the Hellbunker.</li><li>4. Retrieve ancient dwarven equipment.</li><li>5. Invade Caves.</li><li>6. Conquer caves</li><li>7. Conquer and secure surface against further invasions.</li></ol>                                                       |
| I find it unlikely that we'll reach step 7 but it's a goal. If, somehow, we reach this point, then Deathgate shall for ever stand as the fortress that defied the reaper.                                                                                                                                                                                                          |

Couple of problems with this.

1. The hellbunker is currently secure (ignore the hole I punched in it for the moment). What is still down there is now !!equipment!! due to the magma sea breach.
2. Currently Hell is flooding with magma (the half-built spire is causing magma to pool infront of the hellbunker; what was the entrance into hell is currently leading into magma).
3. TThey're about to be obsidianized :-).
4. Its either on !!FIRE!! or about to be encased in obsidian.
5. 1 & 3 is doable. 2 seems to have flooded, its more water than cavern at this point.
6. No problem here
7. No problem.

That being said, I believe with a modified version of my magma pouring plan, it would actually be possible to wall hell off. If a series of magma and aquaducts were brought to each edge, we could rapidly obsidianize the entire thing, and then just have masons cap off Z-5. of hell where necessary. The eerie pits will still have to be capped by hand, and plugged, but its not impossible. I've found that as long as we don't have a path from the bottom of hell, demons seem to ignore us. I currently have two holes in the hellbunker, and nothing has moved.

(again, I believe we don't actually have any flying demons; the ones that shot out of the volcano simply SWAM out).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 10, 2012, 11:55:29 pm**

Adamatine should go non !!FIRE!! after a while. If you can try to minimize the equipment loss while secure hell, it'll make strengthen the military greatly.

It's probably not doable by this point, but it would be nice to retake them.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **June 11, 2012, 12:29:27 am**

Quote from: AnimaRytak on June 10, 2012, 11:55:29 pm

Adamatine should go non !!FIRE!! after a while. If you can try to minimize the equipment loss while secure hell, it'll make strengthen the military greatly.  
It's probably not doable by this point, but it would be nice to retake them.

The equipment MIGHT survive the casting process and then can simply be mined out.

(woo, another Deathgate first; farming and mining obsidian in hell!)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 12:33:20 am**

Quote from: NCommander on June 11, 2012, 12:29:27 am

Quote from: AnimaRytak on June 10, 2012, 11:55:29 pm  
Adamatine should go non !!FIRE!! after a while. If you can try to minimize the equipment loss while secure hell, it'll make strengthen the military greatly.  
It's probably not doable by this point, but it would be nice to retake them.  
  
The equipment MIGHT survive the casting process and then can simply be mined out.  
(woo, another Deathgate first; farming and mining obsidian in hell!)

According to the wiki, they should have survived since they're magma-safe.

In which case, cast away!

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Eldes** on **June 11, 2012, 12:35:04 am**

Oh man, this is epic. BTW, I do NOT want to be the one to end Deathgate. I'm not nearly incompetent enough or epic enough. Also, I can't write worth carp.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **gunpowdertea** on **June 11, 2012, 02:25:00 am**

Wow. This is truly epic.  
I like the "cast hell in obsidian" idea, but I am unsure if encased equipment can indeed be retrieved... We got lucky with the Demons, only non-flyers, so praise Armok for that.  
The deployment of the CARP team to hell is unfortunately delayed, I guess, until the magma is completely obsidianised, drained away and the remainder evaporated, if we do not want the CARP to become nice memorial statues early on. This leaves us some time for training them, even without Danger Rooms (which I oppose). Then, reequipping them with Adamantine weaponry and sending them against the wildlife and Forgotten Beasts in the caverns will train them more (though it could kill some of them...). I guess that there still should be plenty of adamantine to be turned into threads, wafers and finally cutting edge dwarven weapontech. I don't know if we still have smiths worthy to touch Armok's gift to dwarvendom, though....

Edit: I also like the new subtitle "GÃ¶tterdammerung", the final battle, RagnarÃ¶k. (though this would be a fight against the Ice Titans riding their glaciers, who would not turn down the bloody music and still have not returned our lawnmower :P )

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 03:58:19 am**

Quote from: gunpowdertea on June 11, 2012, 02:25:00 am

Edit: I also like the new subtitle "GÃ¶tterdammerung", the final battle, RagnarÃ¶k. (though this would be a fight against the Ice Titans riding their glaciers, who would not turn down the bloody music and still have not returned our lawnmower :P )

Glad ya like it :D

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 11, 2012, 04:35:15 am**

I reckon the remaining dwarves of Deathgate shouldn't rest until the entire fortress lives in an expanded Hellbunker. Beds, farms, workshops and automated water tanks to keep them clean and hydrated between booze barrels.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NRDL** on **June 11, 2012, 04:45:17 am**

Then I suppose the upper levels of the fort should be collapsed, while the fort lives and survives completely in hell.

I'm already envisioning a Syrupleaf-esque Deathgate 2 where the future inhabitants have to fight the horribly mutated former inhabitants of the first Deathgate.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 05:32:44 am**

Quote from: NRDL on June 11, 2012, 04:45:17 am

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I've actually got an idea about that.  
It involves extra-dimensional ghosts, body surfing, and the inhabitants of old Deathgate possessing the new fort's citizens.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **kefkakrazy** on **June 11, 2012, 06:03:12 am**

Is Krosan still kicking, or did he die off at some point?

If he's dead, requesting redorf as any unnamed CARP.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **gunpowderte**a on **June 11, 2012, 06:47:05 am**

Melt down all the carpy copper armor and weapons and then smith new stuff. Sure, you'll lose a lot of metal by this, on the other hand: if it's not Adamantine, who cares?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **June 11, 2012, 10:10:48 am**

Quote from: AnimaRytak on June 11, 2012, 05:32:44 am

Quote from: NRDL on June 11, 2012, 04:45:17 am

Then I suppose the upper levels of the fort should be collapsed, while the fort lives and survives completely in hell.

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I've actually got an idea about that.  
It involves extra-dimensional ghosts, body surfing, and the inhabitants of old Deathgate possessing the new fort's citizens.

Considering how many named dorfs have traveled from body to body ( Noodle comes to mind, as well as myself I suppose ) this makes perfect sense.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 11, 2012, 02:12:55 pm**

Quote from: kefkakrazy on June 11, 2012, 06:03:12 am

Is Krosan still kicking, or did he die off at some point?

If he's dead, requesting redorf as any unnamed CARP.

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[/quote]

If (and I stress if) the obsidian casting in hell works to clean up the magma sea leak, I can simply reopen it, and cast an entire extension to the hell bunker out of pure obsidian Z-2 tall. With a little luck, I might even be able to get us magma forges in hell itself. Then we can smooth, and engrave the entire thing without risking a single dorf in the process. I also plan to build the danger room as part of the waterway (will explain in more detail in the next few updates) unless I have a better idea in the intern.

You are still alive, and one of the MarkCARPs in training ATM and are currently SLEEPING in 5/7 water. (how you are doing it, I have no idea). Annoying, sleeping dwarfs don't gain states, so you aren't even a Dabbling swimmer yet :-/.

Quote from: qunpowdertea on June 11, 2012, 06:47:05 am

Melt down all the carpy copper armor and weapons and then smith new stuff. Sure, you'll lose a lot of metal by this, on the other hand: if it's not Adamantine, who cares?

Lack of furnace operators is making this annoying as hell, but I'll see what I can do. May have to draft the vast majority of non-military dwarfs to smelt ore and melt the old crappy stuff.

Quote from: ThatAussieGuy on June 11, 2012, 04:35:15 am

I reckon the remaining dwarves of Deathgate shouldn't rest until the entire fortress lives in an expanded Hellbunker. Beds, farms, workshops and automated water tanks to keep them clean and hydrated between booze barrels.

If (and I stress if) the obsidian casting in hell works to clean up the magma sea leak, I can simply reopen it, and cast an entire extension to the hell bunker out of pure obsidian Z-2 tall. With a little luck, I might even be able to get us magma forges in hell itself. Then we can smooth, and engrave the entire thing without risking a single dorf in the process. I also plan to build the danger room as part of the waterway (will explain in more detail in the next few updates) unless I have a better idea in the intern.

I hope to have the next update tonight or tomorrow which should cover most of summer (I hope).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **June 11, 2012, 02:39:13 pm**

make sure tryrar is one of those body surfers for the next fort. In fact, I request starting 7 status

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 02:43:12 pm**

Quote from: tryrar on June 11, 2012, 02:39:13 pm

make sure tryrar is one of those body surfers for the next fort. In fact, I request starting 7 status

Easily done.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 11, 2012, 03:37:18 pm**

Quote from: AnimaRytak on June 11, 2012, 02:43:12 pm

Quote from: tryrar on June 11, 2012, 02:39:13 pm

make sure tryrar is one of those body surfers for the next fort. In fact, I request starting 7 status

Easily done.

I'd also like starting 7.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **June 11, 2012, 03:42:05 pm**

Quote from: Blade Master Model 42 on June 11, 2012, 03:37:18 pm

Quote from: AnimaRytak on June 11, 2012, 02:43:12 pm

Quote from: tryrar on June 11, 2012, 02:39:13 pm

make sure tryrar is one of those body surfers for the next fort. In fact, I request starting 7 status

Easily done.

I'd also like starting 7.

Me too. After all, where would Deathgate be without its Mad Surgeon?



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 11, 2012, 03:57:08 pm**

Quote from: Blade Master Model 42 on June 11, 2012, 03:37:18 pm

Quote from: AnimaRytak on June 11, 2012, 02:43:12 pm

Quote from: tryrar on June 11, 2012, 02:39:13 pm

make sure tryrar is one of those body surfers for the next fort. In fact, I request starting 7 status

Easily done.

I'd also like starting 7.

Add me to the starting seven as well :-) (though it means my dorf is unlikely to survive until my turn but oh well).

EDIT: Looks like I'll have more time to play than previous expected; flash flooding just took out the Alaska Highway, stranding me south of the border. Expect an update tonight.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 04:41:20 pm**

Starting 7 of DG2 will be as follows:

Spoiler (click to show/hide)  
AnimaRytak  
Tryrar  
The Mad Fool  
NCommander  
Blade Master Model 42  
Ignatzami  
Noodle0117

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 11, 2012, 04:52:26 pm**

Quote from: AnimaRytak on June 11, 2012, 04:41:20 pm

Starting 7 of DG2 will be as follows:

Spoiler (click to show/hide)  
AnimaRytak  
Tryrar  
The Mad Fool  
NCommander  
Blade Master Model 42  
Ignatzami  
Noodle0117

Awesome!!!

If we're getting ready for DG2, I'd like to suggest an evil tundra/glacier with a volcano. It isn't DG without the volcano after all.

May I also make a suggestion that we close the turn list for DG1 and start taking turns for DG2, and after the last players have their turns, I (or someone else) can I pen a conclusion should the fort still be standing. If it isn't, and the ending is anticlimatic, then I'll have my dorf write some final words (at the end of my turn, my dorf will "leave" as an adventure and setup the endgame for Deathgate).

EDIT: I managed to upload SOME of the pics for the last update which should give a proper scale of the mess in Hell right now and forgot to bring up that a child went into a mood. Will roll that into the next update.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 11, 2012, 05:56:32 pm**

Quote from: NCommander on June 11, 2012, 04:52:26 pm

May I also make a suggestion that we close the turn list for DG1 and start taking turns for DG2, and after the last players have their turns, I (or someone else) can I pen a conclusion should the fort still be standing. If it isn't, and the ending is anticlimatic, then I'll have my dorf write some final words (at the end of my turn, my dorf will "leave" as an adventure and setup the endgame for Deathgate).

Support.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **June 11, 2012, 07:07:27 pm**

furhtermore, can I have my dorf be the early militia commander? All my dorfs either are the most badass dorf in the game(watchgleam, here ofc) or die horribly(Hellcannon); Sometimes always both

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 07:41:59 pm**

Deathgate's overseer turn list has been finalized.  
To quote another great fortress, "No more stops 'til Ragnarok!"

Also, the current turn list for Deathgate II:  
Spoiler (click to show/hide)  
Turn 1 - AnimaRytak  
Turn 2 - Ignatzami  
Turn 3 - Tyrar

And lastly...  
Spoiler (click to show/hide)  
The name of Deathgate II will be [something]machines. Some options are:  
Deathmachines  
Evilmachines  
Bloodmachines  
Soulmachines  
Murdermachines

Personally, I like Deathmachines.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **June 11, 2012, 08:31:45 pm**

I'm partial to MurderMachines myself (What? I happen to like My Chemical Romance, even if that's not the title to that song)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 11, 2012, 08:37:21 pm**

Oh definitely murdermachines. How can that NOT lead to a fort completely consumed by pointless doomsday devices the likes of which the universe has never seen?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 11, 2012, 08:43:55 pm**

Murdermachines is bitchin'.

Also, can I have the fourth spot in Deathgate 2: Electric Boogallo?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 08:54:50 pm**

Quote from: Blade Master Model 42 on June 11, 2012, 08:43:55 pm

Murdermachines is bitchin'.

Also, can I have the fourth spot in Deathgate 2: Electric Boogallo?

Done

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 11, 2012, 08:55:39 pm**

I want the 5th slot then. I'll drag the place towards Hell! HELL I TELLS YOU!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 11, 2012, 09:07:45 pm**

Ya know what, gimme the 8th slot. I want in early enough that the fort isn't a *complete* clusterfuck, but after the hellbreach.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **June 11, 2012, 10:06:12 pm**

Daw, I missed the dorf reservations...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 11, 2012, 10:15:41 pm**

All I ask is you pick a site with an aquifer, AnimaRytak. I intend to DO THINGS with an aquifer. Oh my, yes...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 10:39:15 pm**

Quote from: NRDL on June 11, 2012, 10:06:12 pm

Daw, I missed the dorf reservations...

I'm still taking reservations. Only the initial seven are taken.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **June 11, 2012, 10:40:21 pm**

Reserve me as Nix please, one of the first few soldiers who come in any migrant wave. Axedwarf.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **June 11, 2012, 10:45:12 pm**

I request another volcano fort; I have plans that involve copious amounts of magma(that's way more awesome than the magma hallway I did).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 11:12:27 pm**

Spoiler alert.

Spoiler (click to show/hide)

The dwarves in Murdermachines will be the same dwarves as in Deathgate. Since they have been "tainted" by the demons, they weren't able to get into Dwarf-Heaven. Faced with an eternity in the Abyss, they invade another dimension and begin possessing dwarves (our dorfs). When they die, they possess a new body.

If you desire, you can be dorfed as a "returning dorf", one from Deathgate.

Also, 2000 posts in Deathgate!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **June 11, 2012, 11:14:19 pm**

RETURNING DORF! RETURNING DORF!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 11, 2012, 11:17:58 pm**

I want an new incarnation of That Aussie Dwarf in the starting seven if possible, out on his own plans and wondering just what the hell's happened to his mates

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 11:21:42 pm**

Quote from: ThatAussieGuy on June 11, 2012, 11:17:58 pm  
I want an new incarnation of That Aussie Dwarf in the starting seven if possible, out on his own plans and wondering just what the hell's happened to his mates

Starting seven is full sadly. But you'll be one of the first batches to get put into the eponymous Murdermachine.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 11, 2012, 11:23:05 pm**

Quote from: AnimaRytak on June 11, 2012, 11:21:42 pm  
Quote from: ThatAussieGuy on June 11, 2012, 11:17:58 pm  
I want an new incarnation of That Aussie Dwarf in the starting seven if possible, out on his own plans and wondering just what the hell's happened to his mates  
Starting seven is full sadly. But you'll be one of the first batches to get put into the eponymous Murdermachine.

No probs. Just thought I'd ask as I couldn't see a list of the next starting seven anywhere.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **June 11, 2012, 11:51:50 pm**

Woo, a suggestion I made got implemented!

Anyway, I'm currently stranded in Fort Nelson waiting for the Alaska Highway to reopen, so I have more DF time available than previous scheduled, so working on playing out summer now.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Eldes** on **June 11, 2012, 11:58:18 pm**

Stick my returned dwarf into the third wave or so, since it's usually huge, and I'm not really worth taking up an early dwarf.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 11, 2012, 11:59:49 pm**

I've finalized the name of DG2.  
  
Spoiler (click to show/hide)  
Murdermachines the Blood-Citadel  
  
See this. (<http://tvtropes.org/pmwiki/pmwiki.php/Main/NamesToRunAwayFromReallyFast>)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **June 12, 2012, 12:10:55 am**

Quote from: AnimaRytak on June 11, 2012, 11:59:49 pm  
I've finalized the name of DG2.  
  
Spoiler (click to show/hide)  
Murdermachines the Blood-Citadel  
  
See this. (<http://tvtropes.org/pmwiki/pmwiki.php/Main/NamesToRunAwayFromReallyFast>)

Can I be the one to breach hell (probably turn 6-7)? on the turnlist?  
  
(I still liked "Hellgate" for the fort name, but Murdermachines is probably more representative of what we'll end up building.)  
  
EDIT: AnimaRytak: you have a PM from me (I find bay12 really sucks at PM notifications)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 12, 2012, 12:15:13 am**

Aww, but I have a plan to capture the entire clown car's worth of demons for future shenanigans!

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 12:19:10 am**

Unlike Deathgate, Murdermachine's won't have the conquest of hell as a main goal.  
  
That's only a secondary goal.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NRDL** on **June 12, 2012, 12:20:03 am**

The main goal being construction of gigantic mass execution chambers?

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 12, 2012, 12:20:45 am**

Quote from: AnimaRytak on June 12, 2012, 12:19:10 am  
Unlike Deathgate, Murdermachine's won't have the conquest of hell as a main goal.  
  
That's only a secondary goal.

I didn't want to conquer hell. I just want to capture and twist the clown car to dwarven ends.



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 12:27:08 am**

Quote from: NRDL on June 12, 2012, 12:20:03 am  
The main goal being construction of gigantic mass execution chambers?

Not sure really. Yet.  
But I'm figuring it'll involve thralls and undead.

And war with the humans and elves.

Quote from: ThatAussieGuy on June 12, 2012, 12:20:45 am  
Quote from: AnimaRytak on June 12, 2012, 12:19:10 am  
Unlike Deathgate, Murdermachine's won't have the conquest of hell as a main goal.  
That's only a secondary goal.  
I didn't want to conquer hell. I just want to capture and twist the clown car to dwarven ends.

These are noble goals!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **renegadelobster** on **June 12, 2012, 12:28:25 am**

Could I please be a "returning" dorf please?

Name: Thaddeus  
Job Name: Saint of Lost Causes  
Profession: Hammerdwarf please

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 02:29:56 am**

I'm getting excited for DG2.

So I'm going to offer a little teaser. The backstory to DG2.

Spoiler (click to show/hide)  
When I died, I expected to enter the Golden Halls of the Stonemaker and take my place among my ancestors. I expected feasts and fine ale for all eternity as my reward for my tireless crusade against the demons that threatened the world. Instead, as I stood before the Eternal Gate, I discovered that it had been closed. Around me were dozens of citizens of Deathgate, all people I had known from my reign, also barred from entering the Golden Halls.

We had been forsaken.

The Stonemaker had deemed us tainted by the demons; he would not let our unclean souls reside inside his Golden Halls. In our attempt to save our people, we had damned our souls. But we found, worse still, we couldn't stay in front of the Eternal Gate. The Stonemaker would not accept us dwelling in sight of his Golden Halls. He cast us out, into the Abyss.

Into that horrible cold, black void  
Emptiness.  
There was nothing! No light, no real sound, and no sensations.  
Nothing but our own thoughts and the mental screams of our brothers!

But as we languished, we found **him**, the end to our lament.

He, the black formless mass from the void, told us that he had been watching the inhabitants of Deathgate. And he offered us a deal, an escape.

Through him, we found salvation. He taught us to escape the void and to return to the world of the living. We learned to possess the bodies of living dwarves and, in exchange for their souls, we could take their bodies as our own. Alas our skills were imperfect; many times we would forget ourselves after taking a new body; only in death would our memories return to us. While we wanted to ensure our immortality and avoid the Abyss forever, we could never make the preparations we needed. And worst of all, each time we died and we're forced to take another body, our souls became further tainted; becoming further divorced from the dwarves we had once been. Despite the price, it meant avoiding that terrible fate of the Abyss!

But then Deathgate fell, and the last of our race was snuffed out. When the dwarves died, we were cast off into the Abyss once more. Forever trapped there, unable to do anything but rage against the endless night. We were unable steal the bodies of other races; we were trapped, every last one of us.

I don't know how long we were remained in that void. A day, a year, a century? Time has no meaning in the Abyss. But during that time, I changed.

I went insane. With no stimuli for my mind, I lost all sense of self. My memories merged with those belonging to the bodies I had possessed. My subconscious and my conscious mind slowly dissolved into one; my being expanded outwards. Over time, I grew hungry for meaning, for purpose, and so I began to consume the souls of the humans to sate my desire. I was not alone in this, several of my other brethren followed suit. Through our hunger, we became powerful, the world became visible in ours mind's eye, and we learned the secrets of the Abyss. Yet we remained unsatisfied. Although we held knowledge and power, we were still trapped in the void. And since the Abyss was immutable, we could never bend it to our will. For all our power, we were could do nothing but toy with the humans and feast upon their straying souls.

But then I felt the souls of dwarves.

Not those of my brethren, these souls were still untouched by the taint that had damned us here. I could feel them beyond the veil of the Abyss, beyond the world we knew. It wasn't just one or two souls; no, It thousands of them.

My salvation, my brethren's salvation from this foul Abyss  
I had found it, a new world ripe for the conquest, and a way to give my brethren form once more.  
I plunged through the black veil and let my eyes view the new world.

It's a little rough still, but it should show the gist.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **June 12, 2012, 02:38:59 am**

Oh crap. We can travel to newly genned worlds now?

I cannot wait for DG2. Hope I've been reserved.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 12, 2012, 03:29:20 am**

Urist shouted, "No, I have to fight the demons" No Urist, you are the demons. And then Urist was a thrall.

Nice backstory Anima. Very cool.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 04:02:02 am**

Quote from: Blade Master Model 42 on June 12, 2012, 03:29:20 am  
Urist shouted, "No, I have to fight the demons" No Urist, you are the demons. And then Urist was a warp god.

Fixed.

Seriously though, glad ya liked it. :D  
I plan on adding a little bit more theatrics to the mix than I did last time. Or at least have my story ideas planned out before I dive into the fortress.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **June 12, 2012, 06:09:46 am**

I'd like to be dorfed in second or third wave as Krosan. I'll figure out a profession and nickname request once DG2 actually starts.

I'd ALSO like to lodge a standing request that DG2's firstborn dwarven baby be christened Lashidang the Demonspawn.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Broken** on **June 12, 2012, 09:38:36 am**

I want to be dorfed too, as an speardwarf.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ignatzami** on **June 12, 2012, 01:05:21 pm**

Oh, this is going to be good. So good :-D

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 04:37:05 pm**

Oh indeed. I'm looking forward to the Hell we shall unleash.

Also, I might add a little "surprise" to DG2's raws.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 12, 2012, 08:27:12 pm**

Quote from: AnimaRytak on June 12, 2012, 04:37:05 pm  
Oh indeed. I'm looking forward to the Hell we shall unleash.  
Also, I might add a little "surprise" to DG2's raws.

Oh dear.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 12, 2012, 11:38:23 pm**

Quote from: Blade Master Model 42 on June 12, 2012, 08:27:12 pm  
Quote from: AnimaRytak on June 12, 2012, 04:37:05 pm  
Oh indeed. I'm looking forward to the Hell we shall unleash.  
Also, I might add a little "surprise" to DG2's raws.  
Oh dear.

Assuming I can get the raws to do what I want them too.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **June 12, 2012, 11:58:59 pm**

I was reading today, and I saw a kotaku article about a Civ II game. Someone has been playing the same save file for ten years; the game has devolved into a total deadlock between the player faction and two CPU factions, all of which have maxxed out the research trees. The ice caps have melted multiple times, resulting in the entire world being flooded and converted to worthless swampland, most of which is also radioactive from the copious amounts of nuclear warfare. Peace is a myth, because typically one or both of the signers of a treater have nuclear missiles in the air while the ink is still dry.

I read this, and all I could think was, "Boy, that world sucks almost as much as Deathgate."

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 13, 2012, 12:04:04 am**

Quote from: kefkakrazy on June 12, 2012, 11:58:59 pm  
I was reading today, and I saw a kotaku article about a Civ II game. Someone has been playing the same save file for ten years; the game has devolved into a total deadlock between the player faction and two CPU factions, all of which have maxxed out the research trees. The ice caps have melted multiple times, resulting in the entire world being flooded and converted to worthless swampland, most of which is also radioactive from the copious amounts of nuclear warfare. Peace is a myth, because typically one or both of the signers of a treater have nuclear missiles in the air while the ink is still dry.  
I read this, and all I could think was, "Boy, that world sucks almost as much as Deathgate."

Almost being the key word.

Although things weren't that bad in Deathgate until about Seth's turn. He really turned Deathgate into a meatgrinder.

EDIT:

My little raw surprise is coming together nicely.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 13, 2012, 03:48:50 am**

---

So I've played through most of summer at this point. Will do a proper update tomorrow I suspect. Progress is being made on the danger room (located in a corner of the hellbunker and will be dwarf powered repeater and construction on the training spears to finish it is in progress (decided we need the full ten to have gods by time of AmimaRytak's turn. The lack of mechanics is greatly slowing down construction, but everything SHOULD be designated by the end of my turn, leaving Elder just to hook up the lever and start the patrol route. The route will run through the hell aqueduct, flushing our military into hell, with a retracting bridge controlling if they end up in the Hellbunker, or in Hell itself. FPS is painful, but at least the damn thing still running.

Unfortunately, I'm running into other construction issues; the two doors to allow save cavern breaching to get the water into the waterway both got stuck open during construction due to the massive amount of stone generated. I might have to dfhack the stone to clear it; dump item tasks don't seem to follow FILO, and this is becoming a blocker on construction. As it stands, I just need to build one last level, hook up the bridge and floodgates, and I should be ready to cast beyond that.

Also, the magma has pushed some of the ancient equipment down into pits, causing unhappy thoughts of anyone still alive.

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Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **June 13, 2012, 02:39:31 pm**

---

I'd like a turn in Murdermachines! I'll find a way to weaponize deer liver in order to pay my final respects to the Paindeer of Deathgate. Makes me wonder wonder who the Badass Animals will be. Because we all know there'll be at least one.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **June 13, 2012, 03:08:34 pm**

---

You can bet on that.  
Completely unrelated, but since the new subtitle is now GÃ¶tterdÃ¤mmerung, we have a theme song!  
\*begins humming Ride of the Valkyries"  
I know they're from separate operas, but they're all part of The Ring, and that song is just **awesome**.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 13, 2012, 05:39:51 pm**

---

My little surprise is developing nicely.

There's a few hiccups though. Like dwarves dying after transforming into [RECORD EXPUNGED].

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **June 13, 2012, 06:55:44 pm**

---

Quote from: AnimaRytak on June 13, 2012, 05:39:51 pm

My little surprise is developing nicely.

There's a few hiccups though. Like dwarves dying after transforming into [RECORD EXPUNGED].

Oh, I should so write up some SCP Foundation-style logs penned by The Mad Fool.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 13, 2012, 07:17:44 pm**

---

Currently, dwarves that transform into [EXPUNGED] do not change alligiences and still seem to bleed to death. Their [EXPUNGED] attack is non-functioning however.

On the bright side, the now bleed [EXPUNGED], and one of them is a match for 20+ dwarves.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **June 13, 2012, 07:27:36 pm**

---

So, what you're saying that once they [REDACTED], they'll [REDACTED] our [EXPUNGED]?

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 13, 2012, 07:59:50 pm**

---

They [REDACTED] our [EXPUNGED] we'll have to [REDACTED].

I may have to modify the system though. I don't know if these things will survive worldgen with their current reproduction system.

edit:  
[REDACTED] attack now works as intended.

Dwarves affected by [EXPUNGED] still don't change sides. Not sure how to fix that.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EmeraldWind** on **June 14, 2012, 09:30:29 pm**

---

You can make them crazed like the werebeasts or opposed to living like zombies.

---

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Hugo\_The\_Dwarf** on **June 14, 2012, 10:07:49 pm**

---

What issues are you having with your raw changes?

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Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 14, 2012, 10:19:32 pm**

---



Chiefly the issue was causing mobs to switch sides when they transformed from a syndrome. I'm changing how the base creature works so it'll function without transforming, but if I can get syndrome-transformed dwarves to switch sides, then these enemies will be far more menacing in DG2.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Hugo\_The\_Dwarf** on **June 14, 2012, 10:22:30 pm**

make your converter critter be NOT\_LIVING and OPPOSED\_TO\_LIFE, and the conversion attack will have a [CE\_ADD\_TAG:] adding those two tags, making the converted into hostiles on the same side as the undead and life hating team.

If you like you can PM more questions, if it seems you got alot I can give you the link to my IRC for modding help and such.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 14, 2012, 10:51:20 pm**

Ok, quick update, fort stands at the end of summer almost, and the aqueduct is just about done (waiting for the floodgates to finish getting linked up. I'm really not feeling well, so I'm going to roll this update, and the partially drafted one into a megaupdate this weekend).

I should reach Fairbanks on Saturday, and Sunday is entirely dedicated to DF at this point.

EDIT: Also the second set of CARPs are done with their first bath. NRDL was the first one to reach H! on the health screen, so I've freed them, and preparing to submerge the first group again. WE SHALL HAVE BADASSES YET!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EmeraldWind** on **June 14, 2012, 11:05:59 pm**

Quote from: NCommander on June 14, 2012, 10:51:20 pm

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EDIT: Also the second set of CARPs are done with their first bath. NRDL was the first one to reach H! on the health screen, so I've freed them, and preparing to submerge the first group again. WE SHALL HAVE BADASSES YET!

In the halls of hell from the ashes of death, we rise!  
CARP: Hellfire Phoenix Squadron

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **June 14, 2012, 11:45:20 pm**

"They shall be my finest warriors, these dwarfs who give of themselves to me.  
Like stone I shall carve them, and in the waters of the Trade Depot forge them.  
They will be of adamantine will and steely muscle.  
In masterwork armour shall I clad them and with the mightiest weapons will they be armed.  
They will be blistered by demonic disease, yet no other sickness will blight them.  
They will have tactics, strategies, and mechanisms so that no clown can best them in battle.  
They are my bulwark against our extinction.  
They are the defenders of Fistmachines.  
They are my CARP Marines...  
...and they shall know no fear."

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **PsychicKid** on **June 15, 2012, 05:52:42 pm**

Can I get Dorf'd for DG2? I don't really have a particular preference, but just stick me in as one of these Dorfs (obviously not all of them because that would be greedy/silly/ far too dorfy, but hey if a legendary engraver-cook-smith appears, I call dibs!), whatever happens to pop up first or be available:

- Mason
- Engraver
- Weaponsmith
- Sword or Speardorf
- Cook

For the name, call him Shigun. Family/last name doesn't matter. As for a job title... Call him "The Fansubber" regardless of what sort of profession he actually gets.

Also, can I get a shot at overseeing DG2? I assume it'll have its own thread too right? Also, is Deathgate officially over now or are we still waiting on someone to wrap up and plunge it into eternal death? I'm dying to see the last save file before it gets snuffed out. What version are we running off of again for DG1?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 15, 2012, 06:10:33 pm**

Quote from: PsychicKid on June 15, 2012, 05:52:42 pm

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Deathgate isn't closed yet, not until it dies.  
But everyone's just pumped for DG2 even though DG1 might still be running for months.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **PsychicKid** on **June 15, 2012, 06:18:45 pm**

Quote from: AnimaRytak on June 15, 2012, 06:10:33 pm

Deathgate isn't closed yet, not until it dies.  
But everyone's just pumped for DG2 even though DG1 might still be running for months.

Well, I'll be around at least. Not much going on for the summer besides a 20-hour-a-week internship, then I only have 2 classes this fall to take. Aside from that and fansubbing, I'll likely have plenty of time to throw at DG2 once we get around to it. Of course, I have no idea what 2013 holds since I'll have graduated by then, heh.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **June 15, 2012, 10:06:01 pm**

I'm just completely stoked to see what kind of madness DG2 will create under its own power.

You thought the place was incomprehensible before? Now we're going to have *railways* that themselves will qualify as chaos architecture.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 16, 2012, 03:47:04 am**

Made it to Delta Junction, AK, and played out the rest of summer yesterday and today. Almost ready to cast obsidian and partially flood hell ...

Strangely, no human traders showed up (yet). Is it possible we've managed to extinct them?

**Zuntir "ThatAussieDwarf" Gikuturdim**  
**Galena 18th 777**  
**===**

Progress continues on my plans forthwith, with the archery walkway now extending far over hell, its progress outpaces my greatest projections.



In another stroke of good luck, AnimaRytak came bursting in today, shouting that the probation against danger rooms has been lifted! To celebrate this good fortunate, the former head the military decided to thank me in person.

**Solon Kilrudzuden, Ghostly Captain has risen and is haunting the fortress!**

I question what caused our founder to change his mind, but I shall take full advantage of this new development. I ordered construction of a constant supply of training spears to be created ...

Just to find out that our only carpenter is currently under water.

Blast!

Still, I have other things to worry about before I can bring my full attention on the danger room. One of the children took off running shouting something about purple elephants before claiming a craftdwarfs workshop.

**Logem Mrularros, Dwarven Child cancels Drink: Taken by mood.**  
**Logem Mrularros, Dwarven Child has been possessed!**

My minions report he's gathered a large pile of supplies ...

|                           |      |
|---------------------------|------|
| larch logs                | TSK  |
| spore tree logs           | TSK  |
| cedar logs                | TSK  |
| adamantine wafers         | TSK  |
| <aluminum bars>           | TSK  |
| gold bars                 | TSK  |
| stoneware bricks          | TSK  |
| <yellow spessartines>     | TSK  |
| <claystone blocks>        | TSK  |
| <giant cave spider silk c | TSKh |

And has now started construction ...

**Logem Mrularros has begun a mysterious construction!**

In other news, our mayor managed to wall himself into a corner. How he managed to it, I have no idea. While such stupidity should equal death, as a noble, he would only be replaced with another, and after all, it is so easily to control those who have no understanding. I've thus sent a miner to release him from his prison.



As that is being done, I've reviewed the progress on Id's aqueduct, and found that all that remains is some simple wiring and the device is operational.



While I can't forsee a use to dump large amounts of water into hell, I suspect I'll find a reason to do so sooner or later. I thus gave orders to link the control levels to the floodgates, and to have miners prepare to breach the cavern layer.

As I finish this report, one of my minions reported back two bits of news. First, one of the children is now an adult serving me for the betterment of myself.

**Ingiz 'renegadelobster' Zugobrakust has grown to become a Peasant.**

Secondly, another useless artifact been completed ...



I decided to check the progress on the CARP training, and have removed the CARPs from their watery prison. Now that Id is no longer surrounded by the military, my plans shall now proceed.

.OOC: Ok, so my writing on this update sucks, but I'm feeling like crap. Summer pretty much passed quietly. As soon as the last mechanics finish, I'll flush water into hell, and that should HOPEFULLY bring the frame rate back into double digits.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmmerung (Succession Game)**  
Post by: **Eoganachta** on **June 16, 2012, 04:00:47 am**

Quote from: kefkakrazy on June 15, 2012, 10:06:01 pm  
I'm just completely stoked to see what kind of madness DG2 will create under its own power.  
You thought the place was incomprehensible before? Now we're going to have *railways* that themselves will qualify as chaos architecture.

<http://www.bay12forums.com/smf/index.php?topic=111303.0>  
^This. Make one of these that unloads the severed heads of our enemies onto our enemies.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmmerung (Succession Game)**  
Post by: **NCommander** on **June 16, 2012, 04:50:04 am**

Quote from: Eoganachta on June 16, 2012, 04:00:47 am  
Quote from: kefkakrazy on June 15, 2012, 10:06:01 pm  
I'm just completely stoked to see what kind of madness DG2 will create under its own power.  
You thought the place was incomprehensible before? Now we're going to have *railways* that themselves will qualify as chaos architecture.  
<http://www.bay12forums.com/smf/index.php?topic=111303.0>  
^This. Make one of these that unloads the severed heads of our enemies onto our enemies.

As much as I love minecart defenses (DF met OpenTTD, it was awesome), I still wish siege weaponry was more leathal. Its still personally my favorite fortress defense system even though its horribly broken in a bad way ...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 17, 2012, 03:03:42 am**

The [REDACTED] is making progress. Moving into civ-creation testing.  
Still a few bugs to work out. They bleed a little easier than I'd like. Plus I want to make their skin and skull thicker.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmmerung (Succession Game)**  
Post by: **NCommander** on **June 18, 2012, 12:24:11 am**

Slowly making progress, about to cast obsidian, the last mechanisms got hooked up, but I think one of our miners is now stuck in midair due to ... something(?)  
He's No Job, won't move, and seems to be standing on a partially channelled floor ...  
(I'm reminded of Battlefailed ..)



EDIT: Another dwarf just came and channelled the spot he was standing on, and he started moving once he fell a z-level. No injuries as far as I can tell.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 18, 2012, 01:58:54 am**

I'd like to add that Deathgate has its first **still alive** official BADASS

|                 |   |      |
|-----------------|---|------|
| Axedwarves      | 0 | None |
| Axe Lords       | 0 | None |
| Swordsdwarves   | 0 | None |
| Swordmasters    | 0 | None |
| Macedwarves     | 0 | None |
| Mace Lords      | 0 | None |
| Hammerdwarves   | 0 | None |
| Hammer Lords    | 0 | None |
| Speardwarves    | 0 | None |
| Spearmasters    | 0 | None |
| Marksdwarves    | 0 | 1    |
| Elite Mrksdwrs  | 0 | 1    |
| Wrestlers       | 0 | None |
| Elite Wrestlers | 0 | None |
| Recruit/Others  | 0 | None |

(we're about to add a second badass marksdwarf as well, they're 10exp away from hitting elite, as soon as she's done reloading their crossbow).

Heros work a bit oddly, so I'll include a summary for anyone who's never gotten elites with my turn update.

(as an aside, a large chunk of the magma sea has now officially drained into hell, and we have a large empty cavern where magma once was)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 18, 2012, 02:10:55 am**

Technically that's like our 12th badass or something. The others sort've uh... met their ancestors.

Also, it would be worthwhile to obsidianize that new cavern. Deathgate needs farmland.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 18, 2012, 02:27:49 am**

Quote from: AnimaRytak on June 18, 2012, 02:10:55 am

Technically that's like our 12th badass or something. The others sort've uh... met their ancestors.  
Also, it would be worthwhile to obsidianize that new cavern. Deathgate needs farmland.

I didn't know we had elites before, edited the post to reflect its a *\*still\** alive badass.

Seriously, the two elites have killed 6 of the training goblins with just a single silo of bolts. (equipping the archers with silver bolts seems to have seriously upped their lethality)

As for casting the cavern ... well, I've had bad luck with obsidian casting, but I could try it; its not like we have a shortage of water or anything.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 18, 2012, 12:31:38 pm**

I cannot WAIT to get my hands on this save! Draining the magma sea, aqueduct into hell, and the first elite in what must be years! This is truly epic.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Lightningfalcon** on **June 18, 2012, 03:31:49 pm**

I would like a turn, if this fort is still around by then.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 18, 2012, 04:40:15 pm**

Quote from: Lightningfalcon on June 18, 2012, 03:31:49 pm

I would like a turn, if this fort is still around by then.

Overseer applications are closed.

You'll have to wait for the sequel.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **June 21, 2012, 01:00:26 pm**

Hey howdy howdy! I'd like a turn at DG 2. Soonest plausible, preferably =)

Also, if I could be dorfed as a male...(flips coin) accountant!(by which I mean broker+bookkeeper), preferably first immigrant wave.

Finally, I would like to propose a motion that everyone listen to O Fortuna ([http://www.youtube.com/watch?v=BNWpZ-Y\\_KvU](http://www.youtube.com/watch?v=BNWpZ-Y_KvU)) whenever reading the thread, preferably on loop.

EDIT: Hmm...or this (<http://www.youtube.com/watch?v=abjE9Qx0O60&feature=plcp>). Or, if I'm being honest, anything by them. 'Cause really, what sums up what we're going for than a song entitled "To Glory"?

EDITEDIT: I also propose that this (<http://www.youtube.com/watch?v=dgoO3MtB00A&feature=plcp>) be the theme music for DG2. After all, we're going for the same premise :P

EDITEDITEDIT: Suppose I should add that I'd like to come as a returner

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 21, 2012, 02:50:09 pm**

Side note: Work been extremely busy, preventing from doing the next writeup.

I've blocked out time in my morning to get it out tomorrow.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **June 21, 2012, 05:24:29 pm**

The problem with O Fortuna is what happens when you mishear the lyrics. (<http://www.youtube.com/watch?v=nIwrgAnx6Q8>)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Hugo\_The\_Dwarf** on **June 21, 2012, 05:36:18 pm**

Quote from: The Mad Fool on June 21, 2012, 05:24:29 pm

The problem with O Fortuna is what happens when you mishear the lyrics. (<http://www.youtube.com/watch?v=nIwrgAnx6Q8>)

You have made my day

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **June 21, 2012, 05:38:49 pm**

Heh, I've seen a bunch of those. Actually, that's probably the best I've seen. It ruins the song a little bit, but it's still epic-sounding :)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Hugo\_The\_Dwarf** on **June 21, 2012, 05:41:08 pm**

I still like the orginal but I'm all for a good laugh. SALSHA COOKEIS, WINDMILL COOKIES, GAVE YOU GONOREA! my fav part was "some men like cheese, hot temperate cheese"

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 22, 2012, 05:48:34 pm**

Ugh, I'm exhausted, so this will be a quick update, then I'll flush it out later. Poor internet again == no images. Fort is in late Autumn, so the end is nearly here.

**Journal of Id 'NCommander' Matucog Italnīs Gesis**  
**10th Timber 777**  
**===**

It's quite awhile since I've updated it, and it has been a long day so I'll keep this quick and to the point. Summer been busy.

The goblins tried to ambush us just as we emerged from CARP training, but two entire waves, and several waves fell victim to the many cage traps while trying to get in. While I was disappointed to not have a chance to send the military after them, I am pleased that our supply of training partners has been replenished.

The aqueduct's mechanisms have been finished, and I've deployed the device. Even now, water has flooded down over 70 z levels, and is quickly approaching hell. So much movement is making it feel like time itself is slowing down ...

In other news, Deathgate welcomes our first three elites; the first these halls have seen in many years. I've even been awarded a nickname for my efforts on improving the military, with a total of five kills to my name now. As I write, another two approach hero status, so I can say with much certianity that by the end of the year, Deathgate will have five heros. I've ordered them to don military armor, and bolt forging continues at an exceptional pace; silver bolts have done much to increase our lethality, mowing down a few goblins with each salvo we unload.

With the supply of training goblins reloaded, and the beginning of pump training by the military, I look forward to having some of our axedwarfs try their hand in real combat conditions. Perpahs if we're lucky, we might even get an axelord or two ...

Now journal, I must rest, but I will update you again as soon as possible.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 22, 2012, 06:10:03 pm**

Yay, update time! What's the FPS now? You mentioned it had slowed down.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 22, 2012, 09:22:03 pm**

So you managed to get the BATTERY working? Or is the aquaduct a simple "hack into the lack and run" design?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 24, 2012, 11:00:00 pm**

Wow, it got quiet in here. Also, no page 2 for you.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **renegadelobster** on **June 27, 2012, 01:09:04 am**

I'm getting the feeling that this thread is dead

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **June 27, 2012, 02:06:25 am**

If you've been following the progress of this fort so far, there have been several periods like this. It's understandable with a fortress of this age, and the closure of applications likely also had an effect. I doubt Deathgate is dead quite yet...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 27, 2012, 02:41:17 pm**

NCommander, it's been your turn for over a month.

On a side note, Murdermachines will have a two week deadline per turn. I'm getting sick of these month-long barely updated turns.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Lightningfalcon** on **June 27, 2012, 06:07:40 pm**

Don't know how I missed the no registration part.  
I would like to sign up for a turn in Deathgate 2.0 then.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eoganachta** on **June 29, 2012, 04:30:07 am**

So updates yet? This is getting a bit ridiculous   :-\

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **June 29, 2012, 06:34:58 am**

The only thing staying my hand is the CARP Marines.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 29, 2012, 07:16:35 am**

Quote from: AnimaRytak on June 29, 2012, 06:34:58 am  
The only thing staying my hand is the CARP Marines.

\*gulp\*.

The fort stablized at FPS: 14 roughly (it has been running at about 5 for my entire run). I don't have time for large updates, so I'm going to power through winter tonight/tomorrow, give a quick summary, and bugger out of Murdermachines because my life has taken a hectic turn.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 29, 2012, 08:32:12 am**

*The following entry is written in an extremely shaky hand*

**10th Moonstone**  
==

I ... I can't even begin to describe the carnage ...

A dwarven cavern arrived at the very end of autunm, just as they usually do. The goblins though, were waiting. Just as the cavern crossed the threshold into Deathgate, a force 100 strong\*

The earlier ambuishes, they were to set off our traps in advance. 30 goblins were caught in cages in the last two months, and our cage traps were not restocked in time. All that stood between us and them was the row of traps on the Deathbridge. The few mechanics who were struck down provided the only warning but none survived.

I shouted for the Axedwarfs to respond to the surface, to guard our end of the bridge, and shouted for the lever to be pulled, but no one was close enough (or willing) to go and pull it. Our axedwarfs stood ready, and the goblins, backed by their trolls charged into the weapon traps across the bridge.

By the gods, the thing is covered in blood.

As they reached the end, the few who managed to race from the Hellbunker to the surface began to fight, and fight they did. Were it not for their sacrificial today, Deathgate will have certainly fallen.

Knowing that it was the only was, five of them charged across the bridge, under a hail of arrows. One fell and triggered a trap, but the others soldered on. Each one entered a martial trance, and was thus in turn struck down, but not before taking at least ten goblins with them.

What was once a massive force suddenly began to be cut down one after another. Each of our brave warriors gave their lives in as true dwarfs. In a matter of moments it was over. Our solders, wounded, and laying on the ground did not go quietly, nor dd they go in vein. Each fought until death itself found them. They shall all be remembered for this. I shall see to it myself if I have to.

As it stands, Deathgate's military has weathered its first true battle, and while my methods of training have been proven, the price paid was far too high.

Fatalities:  
2 MarkCARPs  
4 4 7 AxeCARPs  
5 civilizans.  
A \*lot\* of turkeys and other animals.

Fortress Population: 47 44

\* - seriously, four pages of goblins showed up. I didn't take screenshots though. I'll pick through the logs and figure out the dead. I know scalliper 2 died for sure.

NRDL, ~~Eldes II~~, ~~Baelør~~, Krosan, and myself survived of the named military dwarfs

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 29, 2012, 08:40:08 am**

Did That Aussie Dwarf evade the carnage this time?

Also, I'd recommend a redesign of that front entrance - A retractable bridge instead of flooring with the lever down in the dining hall. The open doorway is just an invitation to extinction now, especially if Deathgate's attracting 100-strong goblin sieges.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 29, 2012, 08:46:59 am**

Quote from: ThatAussieGuy on June 29, 2012, 08:40:08 am  
Did That Aussie Dwarf evade the carnage this time?

Also, I'd recommend a redesign of that front entrance - A retractable bridge instead of flooring with the lever down in the dining hall. The open doorway is just an invitation to extinction now, especially if Deathgate's attracting 100-strong goblin sieges.



It might still fall. The goblins decided to push again instead of retreat, and there isn't a lot of military left at this point. Then again, their also only a few goblins left. The question is which succumb to their wounds first.

EDIT: For the moment yes, but your heading out the back entrance, and I can't figure out why, nor do I see a door to lock in your path.

EDIT 2: What's left of the axedwarfs are resting injuries, TAD saw the goblins, and .... I dunno where he's going, we're down to two markdwarves, but I think I can get the fort sealed now that the main party has left. The trap staircase is still loaded so it might mop up what's left of the goblins (about 10-15 still mulling out of the original seige).

EDIT 3: NRDL just died. Two axedwarfs left, two speardwarfs that I forgot to muster (though they have no armor, so last resort), and four marksdwarfs. No one has yet pulled to drawbridge lever ...

EDIT 4: TAD made it to the trap staircase, decided it was save to go reload that cage trap, and went straight into the path of a goblin. Oops

EDIT 5: And now I realize we had a fortress interior burrow that I forgot to activate the alert on. Fuck.

(I have a save just before it all went to fucking hell. While I think DG will still be standing at the end of my year, it might be better if I best hand of the save just BEFORE it went to crap to someone else and see if they fair better)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 29, 2012, 09:01:03 am**

Actually had a better thought about defense, if you can get the place secure. How about a retractable bridge over the open gap, rigged to creature-sensitive pressure plates on the non-fort side. Goblins rush across, goblins kill themselves, reset and repeat while CARP dwarves laugh and toss strawberry pips from the upper balcony.

edit:  
[Quote from: NCommander on June 29, 2012, 08:46:59 am](#)

EDIT 4: TAD made it to the trap staircase, decided it was **safe** to go reload that cage trap, and went straight into the path of a goblin. Oops

NOOOOO!!! You're supposed to be a danger-fleeing ingenious little bastard of a dwarf. \*Sniff\* poor little insane mastermind...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **June 29, 2012, 09:14:03 am**

Seems things have calmed down, no one died in awhile. 16-ish goblins alive and free in Deathgate, with 9 in the live-firing range, so a grand total of 7 from the siege are left. We've got several pages full of goblins in cages (from earlier ambuishes), and our military is barely alive, but I think we're standing.

What's left of the goblins isn't moving, and we don't have enough fighting force to clean up, so I got to hope they just bugger off and leave at some point. That being said, we just dealt with the goblin equivelent of a clown rush, with only the weapon traps, the doombridge, and the military, and we're still standing.

That's got to say something.

EDIT: Christ, flails, morningstars and whips go through candy armor like butter. Of those who died fighting, it was a single hit to the bran that connected and killed them.

EDIT 2: And a dwarf just went into a mood and claimed a mason workshop. This artifact is going to be "interesting" I can tell

EDIT 3: Ok, we've got three (possibly 4?) axedwarfs, two speardwarfs, and five markdwarfs left, so total of seven dead military dwarfs. The axedwarfs that survived were the ones who were late to muser and thus didn't get any kills or experience. (also, scalliper is alive, I just missed him on my first pass through on the list)

EDIT 4: Uh oh. We lost a fair number of cats during the battle as well. "has lost a pet" is a common thought from the dwarfs I checked. Therapist shows only one is actually unhappy, but a large part of the fort is fair, and very close to unhappy. If \*anything\* goes wrong, it might start a spiral ...

EDIT 5: Seems the "heros" bug hit us. Our Elite marksdwarfs became regular marksdwarfs even though they're all past experience level 11 :-(

\*feels pissed off since I built the military to be awesome, and they got offed\*

EDIT 6: we got a candy door of all things. And not even a very interesting one at that, it merely shows the settling of a noname dwarf in 755 in Deathgate ...

EDIT 7: and now the Dwarven traders are bugged. They won't leave the trade depot despite the fact the departure message was two in-game weeks ago.

EDIT 8: So I found I can see "kills" in the death profile of our military where they are 'deceased'. Looks like weapontraps got a lot of the final blows (the entire bridge more or less was blown out), but several axedwarfs went down with 3-4 kills per name ... and then their are a few with a big fat goose-egg.

What else can go fucking wrong ...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **June 29, 2012, 12:57:21 pm**

Well...at least I got a death notation this time :)

Looks like no migrants will come, so now we really need to get millions of babies...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **June 29, 2012, 04:42:46 pm**

Am I dead *again*? At least I keep falling in battle. I think I might have to revise my plans for my turn.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 30, 2012, 12:33:07 am**

Final Goal for Deathgate: Get down to 7 living dwarves. Seven arrived, seven shall see the final days of the fort...

Or don't, whatever.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **June 30, 2012, 03:55:25 am**

Quote from: Eldes on June 29, 2012, 04:42:46 pm  
Am I dead *again*? At least I keep falling in battle. I think I might have to revise my plans for my turn.

I'll get you redorf'ed with the other deaths I listed tonight.

Month and a half left on the fort. Will slog through it tonight/tomorrow morning (this incident has kinda killed my desire to play so I'm just sit and play with no large updates; I doubt much more can happen at this point). I'll also upload the save just before it went to hell along with it. I leave it to the community to decide which one to use.

EDIT: Disregard those last updates .Turns out when I saved last night /home was full, and the save corrupted itself. The autosave from winter is ok, so the fort stands with most of its military still alive (5 axelords/1 hammerdwarf/5 marksdwarfs), and is right before TAD went and off'ed himself.

I'm writing this up to canon that TAD decided that outcome was far to silly to let stand and made sure that history rewrote it. Replaying now.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **AnimaRytak** on **June 30, 2012, 09:32:48 am**

Oh god, 9 CARP died?

Deathgate's military is doomed!

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Blade Master Model 42** on **June 30, 2012, 09:48:15 am**

Quote from: AnimaRytak on June 30, 2012, 09:32:48 am  
Oh god, 9 CARP died?  
Deathgate's military is doomed!

Just like the rest of Deathgate then.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **June 30, 2012, 11:04:08 am**

Quote from: NCommander on June 30, 2012, 03:55:25 am  
I'm writing this up to canon that TAD decided that outcome was far to silly to let stand and made sure that history rewrote it. Replaying now.

It'd probably be more like TAD feeding you false information from the front lines.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Eldes** on **June 30, 2012, 12:30:44 pm**

Eh, you don't have to redorf me. The fort will die soon anyway.

Anyways, epic update. Can't wait to see the rest.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NRDL** on **July 01, 2012, 02:46:37 am**

...Darn.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **kefkakrazy** on **July 01, 2012, 07:51:54 pm**

NRDL, you're cursed.

So Goblinpocalypse *didn't* happen? Or just the bloody carnage where everyone got killed at?

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **July 02, 2012, 12:44:21 am**

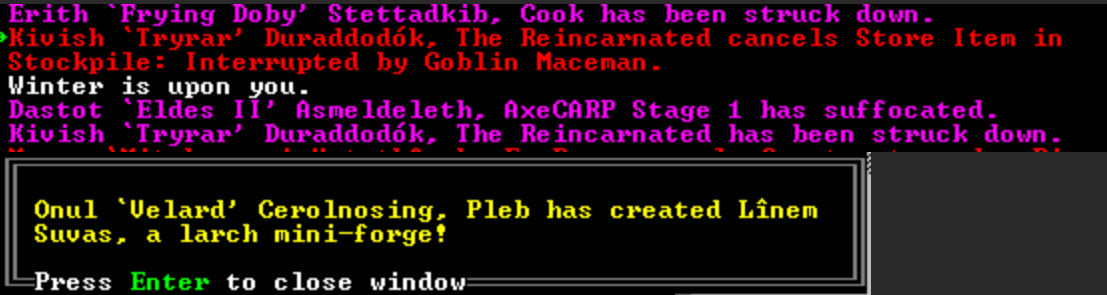
Quote from: kefkakrazy on July 01, 2012, 07:51:54 pm  
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So Goblinpocalypse *didn't* happen? Or just the bloody carnage where everyone got killed at?

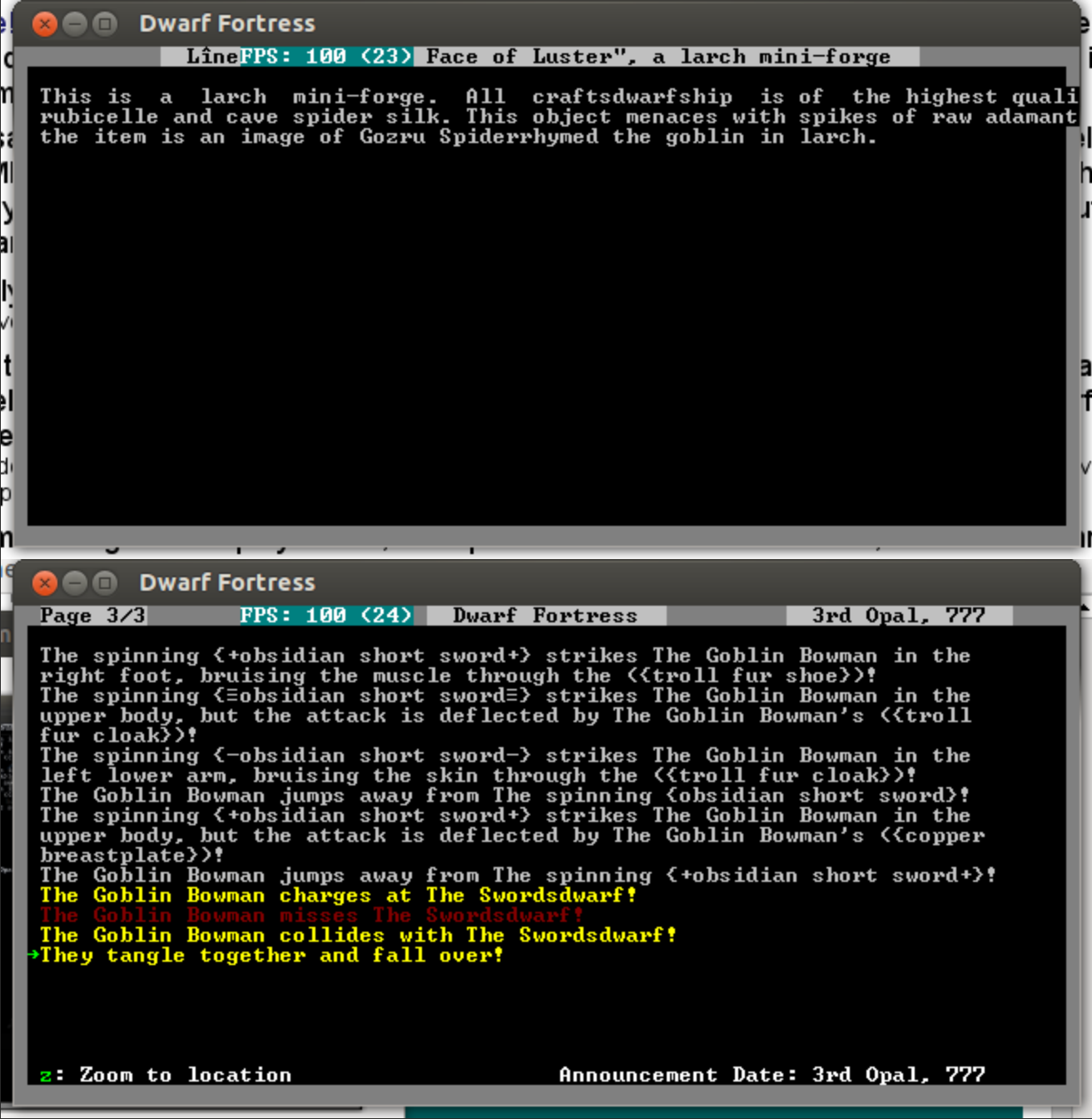
About half-and-half. When I unpaused the winter save, Edler, and Tryranr immediately died. I did save NRDL and TAD though. We've got 3 axedwarfs, 2 speardwarfs, 1 hammerdwarf, and 5 markdwarks, so the vast majority of the military seems to have survives. The merchants on the way out managed to clean up more of the goblins, but the "SEIGE" tag is still active. They don't seem to want to enter Deathgate and are sitting outside the fort (I guess the leader died or something).

EDIT: So it looks like the Deathbridge claimed two by being stunned on traps, with another dodging off the bridge, the goblins claimed three (one axedwarfs, and two marksdwarfs which had hauling enabled by accident). On the flipside, looks like the Deathbridge counted for at least 5-10 goblin deaths via traps or dodging stupidity.

EDIT 2: So the reason no one pulled the drawbrdge control is the doors to the level room were marked forbidden. Great ...

EDIT 3: Associated images





Also, flooding hell with water to stop the leaking magma sea worked, and made a "hell" of a mess. The aqueduct is shutdown and is causing mnimal FPS lag in its shutdown state

EDIT 4: Looks like everything quietled down, The bridge is retracted, and the goblins are not moving anyway. Took the military offduty and sent them back to their pump operating. All and all, they didn't do too bad considerng none of them had much in terms of weapon skills (I think the highest was Elders at level 4, and he took a few with him; generally when the hits connected, they were leathal; bodyparts are all over the Doombridge.)

EDIT 5: Krosan managed to earn a nickname while I wasn't looking. He is Kikrost 'Krosan' Zanegrinual am Bobrur (or, "the Speech of Mothers"), that makes us now have two badasses with nicknames.

Seriously, did DF just make a "your momma?" joke?

EDIT 6: And my turn is done. Uploading both saves momentary.

Before siege: <http://people.ubuntu.com/~mcasadevall/dg-before-hell.zip>  
Spring 778: <http://people.ubuntu.com/~mcasadevall/Deathgate-778.zip>

I need to reupload these to DFMA, but for now, they'll rest on my personal storage.

I may go back and add more images that I took, but I'm so burned out on DF at the moment that I don't even want to think about running a fort anytime soon.

EDIT 8: Eldes (and/or the DG community) its basically up to you if you want to continue with my full turn played out, or roll back the clock and see if you can save the military. It should be possible to avoid everything by unlocking the control room, retracting the bridge, and forcing the goblins down the cage staircase.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **tryrar** on **July 02, 2012, 08:01:27 am**

.....heh, I just got a crazy idea for how to end this. It's simple: We build a Suicide Lever al la Failcannon(anyone remember Failday?), though this one should be lava themed somehow(or maybe goblin themed. We release all our prisoners at once and see if the remaining military can beat them up!)

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **NRDL** on **July 02, 2012, 08:08:01 am**

No, this is Deathgate. There's no way to re-trigger a demonsplosion, right? Cause having a new one would be a pretty righteous end.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 02, 2012, 09:16:07 am**

Quote from: NRDL on July 02, 2012, 08:08:01 am  
No, this is Deathgate. There's no way to re-trigger a demonsplosion, right? Cause having a new one would be a pretty righteous end.

If you send undertrained dwarves to deliver 'invitations' to the demons nearest the Hellbunker, they should decide to path up into the fort for fun and destruction

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **Eldes** on **July 02, 2012, 12:22:03 pm**

Where's the Fun if everything's easy? I'll start with the later save in a few hours (can't tie up the internet AT ALL right now, so I'll have to wait)



EDIT: Downloaded the save and I'm taking a look now.  
UPDATE: Wow. I mean, I'd studied the layout of the fort, so the lovecraftian architecture doesn't really faze me, but who in the *hells* decided it would be a good idea to have about 50 cats? We have more cats than people here! Also, dogs, geese, turkeys, ducks, and peahens. I'm probably going to be atom-smashing them all.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 02, 2012, 04:22:00 pm**

I'd like to officially apologize on the length of my turn. As it stands, RL for me has had a serious meltdown, and ... beh, I can't excuse it.

I am thankful for those who were understanding, but I think I need to bail out of the DF/DG community for awhile and try and get my personal \*\*\*\*\* sorted.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 02, 2012, 05:58:06 pm**

Quote from: Eldes on July 02, 2012, 12:22:03 pm

UPDATE: Also, dogs, geese, turkeys, *ducks*, and peahens. I'm probably going to be atom-smashing them all.

Quote

***ducks***

Don't kill them! Just release them into Hell. It'll work out fine. probably.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **July 02, 2012, 07:31:28 pm**

Well, given the track record of ducks in Deathgate, it just might work better than CARP Marines.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 02, 2012, 08:23:03 pm**

I've never been a supporter of the whole duckotron thing. Tell ya what, though, I'll move all the ducks into another area before I conduct the mass slaughter. My plan is to use AnimaRytak II's tomb as animal storage, since someone already packed it full of dogs and cats, and dig a tunnel to the volcano, flooding the room and incinerating the bodies. The coffin and door are both magma-safe, so there shouldn't be a problem.

One slight update though - I'm at late Spring, and we've been sieged. 3 squads, and 9 military dwarves left. The only access to the surface I can find is through the 3-z-level hallway of cages, but if anyone knows of another that could pose a risk, tell me now. Also, I've started to put down most of the ghosts, and have begun moving the stockpiles down closer to hell in preparation for my reordering of the upper levels. I'll have a full update at the end of summer.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 02, 2012, 11:46:04 pm**

Quote from: Eldes on July 02, 2012, 08:23:03 pm

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Wow, what the hell did we do to piss off the goblins?! They've been leaving us alone for ages.

(that being said, the siege might have been triggered due to the loose goblins in the live firing range above the hellbunker. the squad with three all have Markdwarf heros, the 2 were training to become it, and the rest were axedwarfs. I think the speardwarfs fell out of their squads during the shuffling, you might want to readd them and make sure they get equipped).

If you want to completely seal the fort, their's a second level just next to the hospital on Z-110(?), which closes the gold bridge. I think I managed to plug up all the other holes in Deathgate leading to the surface (though you might want to wall off the archery bridge I built, as it wasn't concluded before my turn was ever).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 03, 2012, 04:58:49 pm**

OK, I'm at early summer, and my plans are proceeding, but at a *glacial* pace. The siege is still on, the invaders are slowly circling down the cage traps, but I think they know there are more traps ahead, cause they've kind of stopped advancing. The clean-up and reorganizing is taking even longer, because the 43 dwarves I have are trying to do more than even 200 could handle. I've been able to lock and seal many rooms, with no appreciable FPS dent. I would like to ask, for the sake of FPS and an epic end to the fort, can I use DFHack's Autodump and/or Fastdwarf to make this go at a speed other than "hell no"?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 06, 2012, 02:53:52 pm**

OK guys, I don't usually double-post, but I need an answer on this. My FPS is typically somewhere between 10 and 5, and it's taking hours to get anything done. Just for the sake of FPS, I would REALLY like to be able to get rid of all the trash this fort has accumulated in one go.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 06, 2012, 04:02:39 pm**

Someone see if you can whistle up Anima and get his read.

For my piece, at this point we've pretty much taken the gloves off anyway and generated the danger-room-trained CARPs; autodumping just to make things playable isn't that much of a step up, especially since we appear to be getting to the point where Deathgate is so sprawling, overblown, and crazy that it's melting computers.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 06, 2012, 05:08:03 pm**

Well, what I had hoped to do was move everything of value into stockpiles in the lower fort, dump all the worthless crap into lava or an atom smasher, and wall off the unused sections. Also, I've been trying to enlarge any high-volume small hallways and the like, to try to improve pathing. Anything to squeeze an FPS or two out of the game. Thing is, the game runs so slow, it takes over 24 hours for a single season, and that's *without* a siege slowing things down even more. If I don't get SOME kind of shortcut, I'll have to give up the turn in early summer, because this is almost unplayable at this speed.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 06, 2012, 11:44:13 pm**

Quote from: Eldes on July 06, 2012, 05:08:03 pm

Well, what I had hoped to do was move everything of value into stockpiles in the lower fort, dump all the worthless crap into lava or an atom smasher, and wall off the unused sections. Also, I've been trying to enlarge any high-volume small hallways and the like, to try to improve pathing. Anything to squeeze an FPS or two out of the game. Thing is, the game runs so slow, it takes over 24 hours for a single season, and that's *without* a siege slowing things down even more. If I don't get SOME kind of shortcut, I'll have to give up the turn in early summer, because this is almost unplayable at this speed.

It was worse during my turn :-/.

FPS 5 is absolutely painful.

If you don't plan doing anything silly with magma, turning temp/weather off gets it to mid-20s as of the 776 save.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 07, 2012, 01:03:44 pm**

Quote from: NCommander on July 06, 2012, 11:44:13 pm

If you don't plan doing anything silly with magma, turning temp/weather off gets it to mid-20s as of the 776 save.

I think temp is already off: I know I saw snow on some outside lava during one of my turns.

Quote from: Eldes on July 06, 2012, 05:08:03 pm

Well, what I had hoped to do was move everything of value into stockpiles in the lower fort, dump all the worthless crap into lava or an atom smasher, and wall off the unused sections. Also, I've been trying to enlarge any high-volume small hallways and the like, to try to improve pathing. Anything to squeeze an FPS or two out of the game. Thing is, the game runs so slow, it takes over 24 hours for a single season, and that's *without* a siege slowing things down even more. If I don't get SOME kind of shortcut, I'll have to give up the turn in early summer, because this is almost unplayable at this speed.

Aside from widening hallways, most of this seems like a pretty fair idea. Try walling off some of the unused areas of the fort: If nothing can get inside, nothing paths through it, which should save some computing power, at least I think so.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 07, 2012, 01:21:10 pm**

Quote from: Blade Master Model 42 on July 07, 2012, 01:03:44 pm

Aside from widening hallways, most of this seems like a pretty fair idea. Try walling off some of the unused areas of the fort: If nothing can get inside, nothing paths through it, which should save some computing power, at least I think so.

That's what I've been trying to do, but I have 42 dwarves to use to collect everything of value, dump the crap so the comp doesn't have to keep track of it, and wall off the rooms, at the same time as a siege, running at about 15 FPS (with temp off). Slow doesn't begin to describe it.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 07, 2012, 01:30:28 pm**

Quote from: Eldes on July 07, 2012, 01:21:10 pm

Quote from: Blade Master Model 42 on July 07, 2012, 01:03:44 pm

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If it weren't for the siege, I'd advise you to leave it running, and check on it only once every 15 minutes or so. Keep in mind, this is a particularly venerable fortress. Most succession games don't last this long, unless I'm much mistaken.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 07, 2012, 10:20:56 pm**

Quote from: Eldes on July 07, 2012, 01:21:10 pm

Quote from: Blade Master Model 42 on July 07, 2012, 01:03:44 pm

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If you don't mind making the UI a bit laggy, you can adjust the G\_FPS in the init.txt file which should at least make time in the fort pass more quickly at the cost of UI updates.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **July 07, 2012, 11:38:55 pm**

.....I'd not mind usage of DF's autodump command if that'd help

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 08, 2012, 12:35:50 pm**

OK, with temp off and GFPS 15, I'm getting 20-ish FPS. It's still pretty slow, but I'll let this run for a while, see how it goes.

Also, interesting to note - a brewer tried to use the cage trap hallway to go outside to clean himself (don't ask why, it makes no sense), and when the bowgobs shot at him, he *batted the arrows out of the air*. It sounded pretty badass.  
UPDATE: Sorry, spoke too soon, he's dead now.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 08, 2012, 04:57:54 pm**

Quote from: Eldes on July 08, 2012, 12:35:50 pm

OK, with temp off and GFPS 15, I'm getting 20-ish FPS. It's still pretty slow, but I'll let this run for a while, see how it goes.

Also, interesting to note - a brewer tried to use the cage trap hallway to go outside to clean himself (don't ask why, it makes no sense), and when the bowgobs shot at him, he *batted the arrows out of the air*. It sounded pretty badass.  
UPDATE: Sorry, spoke too soon, he's dead now.

What is the name of this badass brewer, who uses booby traps to cleanse himself, and ignores the laws of archery?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 08, 2012, 08:17:19 pm**

Quote from: Velard on July 08, 2012, 04:57:54 pm

What is the name of this badass brewer, who uses booby traps to cleanse himself, and ignores the laws of archery?

Amost Admebzuth. Although, he wasn't using the cage traps, he was going through the only accessable entryway to a water source, since all the wells I've found are dry or "bucket full". He managed to bat 7 arrows out of the air before the others killed him, though. Whoever thought fortifications in that chamber were a good thing should be shot.  
This is the corridor I'm talking about:

Also, just for the curious, this is the list of current ghosts:  
I've already started putting them down. 2 down, 17 to go. And they DO need to be put down. One just stole a masterwork candy gauntlet.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 08, 2012, 09:47:28 pm**

... No, see, that's why they *\*don't\** need to be put down. The dwarves have more important things to worry about.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 08, 2012, 11:07:52 pm**

It's not really a *huge* priority - I just queue up some slap engravings, when I notice they're done I plant the slabs and do the next set. A few at a time, trying to focus on the thieves. My primary focus is still in getting everything moved, but it's hard when people have tucked freaky stockpiles into literally every inaccessible corner of this wretched place.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 08, 2012, 11:28:09 pm**

lol. That's why you should let the ghosts stick around. They're helping to clean up.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 08, 2012, 11:58:04 pm**

Sorry for the lack of attention I've been paying. Both my desktop and laptop developed severe problems at the same time.

And the lack of rp'd journal entries makes me a sad panda.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 09, 2012, 01:06:57 am**

Well, I'm really bat at RPinG, sorry.

And I don't really mind them stealing crap, but masterwork armor can be used to equip a new military. If I could just get all the crap in one place, I could easily work with it from there, but this place is just an incomprehensible web of interconnecting corridors, stairs, aqueducts, lava tubes, tree-filled hallways, fortifications, and Lovecraftian rooms. Seriously, I half expect to find my screen turning itself inside-out trying to render this fort.

Complaining aside, I am making some headway. There are less than a dozen invaders left free, a large number of animals are in a pen, waiting to be incinerated, and a bunch of trash has been moved (not that I really know where to...)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **gunpowderte**a on **July 09, 2012, 01:22:56 am**

Quote from: Eldes on July 09, 2012, 01:06:57 am

[ ... ] and a bunch of trash has been moved (not that I really know where to...)

By now you should say "not that I really care about where to"... or maybe "BURN! DAMMIT!"...

Come summer, overseers are usually either stark raving mad or struck by melancholy (or maybe indifference or apathy). Not that most of them were all that sane to begin with, I guess.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 09, 2012, 01:43:53 am**

Quote from: gunpowderte

Quote from: Eldes on July 09, 2012, 01:06:57 am

[ ... ] and a bunch of trash has been moved (not that I really know where to...)

By now you should say "not that I really care about where to"... or maybe "BURN! DAMMIT!"...

Come summer, overseers are usually either stark raving mad or struck by melancholy (or maybe indifference or apathy). Not that most of them were all that sane to begin with, I guess.

I wouldn't really care except that every item still in existence is one more for the computer to track. From what I've read, the biggest FPS drain is from items, second biggest is pathing. Theoretically, if I could get rid of every single unneeded item on the map, we could run as high as 50 FPS. Or more, with the lower pathing requirements. That, IMO, would make the eventual finale for this fort *entirely* worth any use of autodump or fastdwarf during my turn.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 09, 2012, 05:12:01 am**

Quote from: Eldes on July 08, 2012, 08:17:19 pm

Also, just for the curious, this is the list of current ghosts:

At least one other overseer gives a damn about the ghost problem.



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 10, 2012, 01:15:03 am**

Quote from: Blade Master Model 42 on July 09, 2012, 05:12:01 am

Quote from: Eldes on July 08, 2012, 08:17:19 pm

Also, just for the curious, this is the list of current ghosts:

At least one other overseer gives a damn about the ghost problem.

I slabbed about 3-4 during my turn, but got fed up with the itnerface (34 makes it easier to slab if nothing else).

Some of the ghosts however are not on the list :-/

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 10, 2012, 06:45:43 am**

I wasn't actually thinking about it, but you're probably right now that you mention it. Now that the dwarven race is down to, what, forty-odd souls? We probably COULD get some decent FPS out of this beast if we could declutter the place.

I think the best thing about the update that added subterranean features back in WAS the fact that forts were now free to sprawl in hundreds of layers. I'm sure at this point some of the pathways in that fortress have dwarves tracing arcane runes of horror and pain with their feet. Like that highway from the book Good Omens that channels evil with its shape and taints the world a little bit every time someone drives it.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 11, 2012, 11:56:30 am**

So what's the verdict? Can I use Autodump a few times to clean up, or fastdwarf to get them to actually finish some jobs, or do I just keep playing normally?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **renegadelobster** on **July 11, 2012, 12:15:30 pm**

i say use autodump

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **July 11, 2012, 08:11:20 pm**

I'm gonna cast my vote for the autodump as well. Would be a shame to lose this fort to a low FPS rate.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **July 12, 2012, 06:24:41 am**

+1 vote for autodump.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **July 12, 2012, 06:59:50 am**

Quote from: The Mad Fool on July 12, 2012, 06:24:41 am

+1 vote for autodump.

Dunno if my vote counts for anything, but yeah, +1

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **July 12, 2012, 12:27:16 pm**

Quote from: NRDL on July 12, 2012, 06:59:50 am

Dunno if my vote counts for anything, but yeah, +1

You like elves. I vote that your vote doesn't count.

BTW. +1 vote for autodump :D

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 12, 2012, 01:31:23 pm**

Well, so far it looks like I'll be autodumping, but I'd like to get AnimaRytak's opinion as well, as it is his thread. I figure if he doesn't say No by the end of the day, I'll start with the dumping. This fort *will* run at 35+ FPS by the end of my turn or I'll eat my mouse!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 12, 2012, 09:51:55 pm**

Why not just make a backup of the save as of now, then go ahead and autodump?

If it utterly fails to improve FPS, or if Anima gets tweaked out for some reason, you could always revert to the backup.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 12, 2012, 11:09:56 pm**

Good point. I didn't think about that, since I don't usually use it in my other forts, but that would work. I'll get started soon, should have a proper update by tomorrow.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 14, 2012, 01:23:36 am**

Autodump approved.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **July 14, 2012, 04:00:46 am**

Would it be too much to ask that the autodump be written in as some supernatural force? Like the savescum in Syrupleaf?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **July 14, 2012, 04:36:26 am**

Quote from: Eldes on July 12, 2012, 01:31:23 pm  
Well, so far it looks like I'll be autodumping, but I'd like to get AnimaRytak's opinion as well, as it is his thread. I figure if he doesn't say No by the end of the day, I'll start with the dumping. This fort *will* run at 35+ FPS by the end of my turn or I'll eat my mouse!

If you fail, I want to see that video on youtube :-).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **July 14, 2012, 12:54:54 pm**

Quote from: NCommander on July 14, 2012, 04:36:26 am  
Quote from: Eldes on July 12, 2012, 01:31:23 pm  
Well, so far it looks like I'll be autodumping, but I'd like to get AnimaRytak's opinion as well, as it is his thread. I figure if he doesn't say No by the end of the day, I'll start with the dumping. This fort *will* run at 35+ FPS by the end of my turn or I'll eat my mouse!  
If you fail, I want to see that video on youtube :-).

This.

Also, FORWARD THE CARP MARINES! SEMPER EBRIOS!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 14, 2012, 03:44:11 pm**

Quote from: NRDL on July 14, 2012, 04:00:46 am  
Would it be too much to ask that the autodump be written in as some supernatural force? Like the savescum in Syrupleaf?

Well, I'm not really good at RPing stuff like this, but personally, I'm just blaming the mass disappearance of items on the ghosts. They're known thieves and I've only managed to put down 5 of them so far.

Quote from: GentlemanRaptor on July 14, 2012, 12:54:54 pm  
Also, FORWARD THE CARP MARINES! SEMPER EBRIOS!

Well, most of them were dead before my turn started, 2 more died on bizarre suicide trips into marksgoblin forces to celan themselves in the river or reload a trap that I expressly forbade access to, one died in bed, I think, and I'm just sort of ignoring the rest, since my goal is to clean up the fort, not kill things.

So far, I've decommissioned at least 8 garbage sites, built an atom smasher in an adamantine vein near the main base, smashed 22,504 items so far, incinerated upwards of 100 animals by flooding AnimaRytak II's tomb with magma (Sorry about that, BTW, the sarcophagus is still intact, but someone was already using it to store animals, so I just shoved as many more as I could into it, and dug to the volcano. No dwarf deaths). I've begun walling off the empty sections of the fort, but it's slow going. I'm also still decommissioning random and useless stockpiles all over the fort.

Also, while looking up what I've done so far, who's bright idea was it to hide about 10,000 corpses from view? My autodump doesn't dump hidden things.

Also also, what lever do I pull to open the front gate? I've cleaned off the bridge, the traps should work again, and weapon traps deal with enemies much better than cage traps.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **July 14, 2012, 04:18:52 pm**

Wow, It's like a dorf Rapture....

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 14, 2012, 08:37:14 pm**

I wouldn't bother opening the front door. Nothing good comes from the outside world anymore so you may as well wall it off and leave the last dwarves in the world in their tomb

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 14, 2012, 09:03:55 pm**

Quote from: ThatAussieGuy on July 14, 2012, 08:37:14 pm  
I wouldn't bother opening the front door. Nothing good comes from the outside world anymore so you may as well wall it off and leave the last dwarves in the world in their tomb

I don't object to this course of action.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 14, 2012, 09:39:50 pm**

...

Eh, why the hell not. Goodbye, cruel surface world, with your flaming painsphere and your cannibalistic tree-humpers!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 14, 2012, 11:20:29 pm**

What?

We seriously lifted the danger room restriction to train superdwarves, and they *still* get fed into the meatgrinder?

Lulz.

It'd be nice if Toady or some modder would implement a workaround for this sort of thing. Right now having a fortress outlive the civ

kinda sucks.

That said, by the sound of it we'll eventually be able to CONTROL big parts of the civ, which might help with that. In the interim, though, a "procreate" option that requests dwarves make love FOR THEIR COUNTRY would be damned useful.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 14, 2012, 11:37:39 pm**

At the very least, there should be a "Your fortress is the last bastion of your civilization" pop-up

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **July 15, 2012, 05:58:16 am**

Quote from: ThatAussieGuy on July 14, 2012, 08:37:14 pm

I wouldn't bother opening the front door. Nothing good comes from the outside world anymore so you may as well wall it off and leave the last dwarves in the world in their tomb

+1

It's not like there's anything really valuable up there anyway. And there's enough to contend with down below.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 15, 2012, 04:00:37 pm**

Quote from: Eldes on July 14, 2012, 03:44:11 pm

Sorry about that, BTW, the sarcophagus is still intact, but someone was already using it to store animals

Oh that asshole!  
Who used my tomb as a barn?!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 15, 2012, 06:24:46 pm**

No idea, but it's filled with lava now. Most of the furniture was actually magma-safe, so just the engravings suffered when I turned temp back on.

Also, I've gotten the FPS from below 10 to about 20, with fluctuations running as high as 50 at times, more once the lava flow into the aforementioned tomb stops and I finish walling places off.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **July 16, 2012, 12:38:36 pm**

Hooray! Deathgate is saved... ish.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 17, 2012, 02:38:45 pm**

Hey! It's now springtime, and I'm writing up my summary of the year, but the short version - the surface is abandoned, over 50,000 items have been autodumped, over 140 animals have been burned alive or slaughtered, and FPS is now...

50+

UPDATE: Here's the writeup!  
Well, that was an interesting year.

Three artifacts were made, all out of raw adamantine:  
[Spoiler](#) (click to show/hide)

4 or 5 dwarves died, one trying to go through a horde of bowgobs to clean in the river, one sent in a futile attempt to clear them out or draw them into more traps, at least two in bed, from neglect... I don't remember if any of them were named.

I managed to wall off most of the upper floors, but with all the interconnecting passageways, it got hard to tell what's connected to what. Also, most of the sealed areas are just locked, they can be walled off if necessary, but nothing's pathing through them, so they don't affect FPS. The surface is also sealed off, with actual walls, at all entrances.

I dumped over 50,000 items, all atom-smashed. That includes everything outside, everything beyond the Hellbunker, hidden in tunnels, out in the caverns, everything at all deemed non-essential.

- Most of the loose stone, minus economic or valuable stone; over 11,000 boulders.
- All the coins that some asshole idiot overseer made; over 2000.
- All the stone blocks; another few thousand.
- All the trash-quality or damaged clothing I could find; over 10,000.
- Bins of cloth, leather, crap armor, excess furniture, barrels of blood, ichor, etc (still some left - dump them sometime); cleaned out both trade depots, which I think was never actually done; that's a few thousand more.
- Corpses, including the thousands of (h)idden ones; body parts, including most of the bones, horns, skulls, shells, etc (may cause mood problems later, but oh well); at least 15,000
- More misc. stuff that I forget at the moment.

The Atom Smasher is on level -4, here:

The lever right next to it activates it. It is also the only garbage dump zone in the fort. Having more than one active one causes massive job and pathing confusion.

Someone had shoved almost 100 animals into AnimaRytak II's tomb, so I just continued that - I assigned every animal in the fort to a pasture in there, dug a tunnel to the volcano, and flooded the lot.

I didn't actually get more than half the animals, but I was already in mid-summer, and I figured with half the animals dead, the FPS would



jump so I could butcher more. Plus we needed meat. The animals that didn't get into the burning tomb, I marked for butchering. There are now 11 animals left in the fort (yes, that includes a breeding pair of ducks for you weirdos).

Two children grew to maturity, so we now have 2 more eligible peasants to put into the military, or use as whatever. The fort's population stands at 40, with 7 military dwarves in 3 squads.

AS far as the ghost situation goes, I put down 17 of them, but some of the worst aren't even on the list. There's a violent ghost last seen in the upper-level hospital, who ripped the leg off a miner. I think he's still alive, but he was faint when I saw him. There are a couple of stubborn ghosts in the lower fort dining hall who like to terrorize people and cause tantrums. Here's the list, as it appears in the (u)nits screen:

Some of the ghosts wandering around aren't in the (u) screen, nor are they listed in the slab engraving screen, some exist on one list but not the other... it's very Lovecraftian, as befits a fort of this age.

As far as general issues go, we may have a slight morale problem, but I think if future overseers keep putting down ghosts and don't smash any more masterworks (at least not of the living), we shouldn't have any problems. The booze is running out because I didn't realize we didn't have any farming, brewable plants, harvestable plants, or brewers for at least a year, so I started up some new farms:

They're in an old aqueduct tunnel, but they should serve to keep 40 dwarves plastered for a while. They're all set up and everything.

I figured out why the wells in the lower fort didn't work - they kept flooding because of the aforementioned aqueduct. It was making the wells unusable. I think. So I opened up a small section of unused tunnel to act as outflow, to lower the water level, so the wells should work until booze production picks up. The first crop of plump helmets is coming in, so it won't be long.

This place was a bloody mess. Literally. Note to all future overseers, and anyone reading this - Clean up your forts! Empty the trade depots every few years, dump trash into lava or smashers, get rid of corpses, (h) doesn't actually make things disappear! Otherwise, your forts will die rapid FPS death, and I will be haunting them until you abandon!

z Status screen:

Save upcoming:  
<http://dffd.wimbli.com/file.php?id=6680>

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **scaliper** on **July 17, 2012, 05:56:32 pm**

I think this says it all. About the fortress as a whole, too.

Quote  
Corpses...; at least 15,000

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **Eldes** on **July 17, 2012, 06:01:33 pm**

Quote from: scaliper on July 17, 2012, 05:56:32 pm

I think this says it all. About the fortress as a whole, too.  
Quote  
Corpses...; at least 15,000

Heh, yeah it kinda does, doesn't it. The entire entry bridge had corpses stacked 3-8 high, all hidden. There were more corpses piled on the slopes around the entrance, as well as in the huge empty rooms near that level. It was an epic mess.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 17, 2012, 07:12:56 pm**

And so, now having sold our souls to Hackitus the World-Shaper, Prince of Devilry and Lord of Chaos, we toil away in untold dark, whiling away the days, knowing that year by year, hour by hour, the dwarf race totters closer and closer to extinction.

I demand that someone roll adventurer mode as the last dwarf in the world, claim a suit of masterwork gear from Deathgate, and then kill the Demon King of the Human Empire.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 17, 2012, 09:16:19 pm**

Quote from: kefkakrazy on July 17, 2012, 07:12:56 pm

I demand that someone roll adventurer mode as the last dwarf in the world, claim a suit of masterwork gear from Deathgate, and then kill the Demon King of the Human Empire.

+1 for hell yes. Only when Deathgate gives up the ghost(s) though.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 17, 2012, 09:35:42 pm**

A well-placed linked hatch and pressure plate can give you a self-refilling well, Eldes.

Also, is ThatAussieDwarf still alive?

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **Eldes** on **July 17, 2012, 10:14:38 pm**

Quote from: ThatAussieGuy on July 17, 2012, 09:35:42 pm

A well-placed linked hatch and pressure plate can give you a self-refilling well, Eldes.  
  
Also, is ThatAussieDwarf still alive?

I figured there was an easier way to do it, but that's not the setup we had. The well should last for a while, though, with only 40 dwarves left. And, last time I looked, he was alive and well.

Title: **Re: Deathgate - GÃ¶tterdÃmmerung (Succession Game)**  
Post by: **NCommander** on **July 18, 2012, 09:13:49 am**

Seriously, 50+ FPS? Christ. That \*had\* to be a record for a community game that'sbeen going on as long as this one. Pretty much goes into "Beyond the Impossible" on my HOLY SHIT scale.

I'm guessing my dwarf still alive since we have 2 engineers ...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 18, 2012, 12:14:56 pm**

Quote from: NCommander on July 18, 2012, 09:13:49 am

Seriously, 50+ FPS? Christ. That \*had\* to be a record for a community game that'sbeen going on as long as this one. Pretty much goes into "Beyond the Impossible" on my HOLY SHIT scale.

I'm guessing my dwarf still alive since we have 2 engineers ...

Yes, but I don't think it would have been possible without autodumping, so I'm not sure that it counts. And I do think I remember a huge amount of item inaccessible spam from your dwarf when I was locking rooms away.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 19, 2012, 03:42:53 am**

Velard has been notified of his turn.

Also damn fine working getting that FPS up!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 19, 2012, 04:49:53 am**

Anima, you might want to look at the OP. You've dropped a bracket or something on NCommander's turn listings

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 19, 2012, 08:48:02 am**

Got the save, downloading...now.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 19, 2012, 09:49:14 am**

1st of Granite, 799 - Velard's Log

My first thought when I look at all this- This place WAS designed by deranged madmen. I don't know where to begin. I regret asking for the job; they were right- everyone's going to end up dead before summer. Then again, how hard could ruling these fools be? I looked all over the for something to work with. I see that a siege is going on, so I send NRDL's squad to fight them, mainly because I'm curious as to what these dwarves can do.

Monom, one of the men is his squad, was just beaten by a ghost. The injuries are mainly to his hands, but nothing else seems serious.

OOC: Wow. This is immense. Quite possibly beyond my skill level. Should I continue to bumble along with this, or would you prefer I pass this to a more capable player?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 19, 2012, 11:24:43 am**

Doesn't matter if you're skilled or not! DIG FOR THE FUN STUFF AND DON'T STOP TILL WE'RE ALL DRUNK OR DEAD!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Just Some Guy** on **July 19, 2012, 11:50:18 am**

Posting to follow this artifact thread.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **July 19, 2012, 01:26:53 pm**

Quote from: Velard on July 19, 2012, 09:49:14 am

I see that a siege is going on, so I send NRDL's squad to fight them, mainly because I'm curious as to what these dwarves can do.

I thought we walled off the surface...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 19, 2012, 01:55:23 pm**

Quote from: Urist McDwarfFortress on July 19, 2012, 01:26:53 pm

Quote from: Velard on July 19, 2012, 09:49:14 am

I see that a siege is going on, so I send NRDL's squad to fight them, mainly because I'm curious as to what these dwarves can do.

I thought we walled off the surface...

Oh shi- that's true. No wonder the AI was confused by my request.... time to ignore the siege and work on building something dwarfy. Maybe a gladiator arena for when the population reaches a number so low that we just have them kill each other, or maybe a statue made with llama gore.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 19, 2012, 02:25:28 pm**

Well, the arena already exists, and it contains the last few goblin prisoners. I don't remember where it is, just look for the caged goblins. Also, keep putting down ghosts. If you can find the violent ones on the list, do them first. These are the last 40 dwarves in existence, so they need to stay alive long enough to breed.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 19, 2012, 05:21:17 pm**

Quote from: Eldes on July 19, 2012, 02:25:28 pm

Well, the arena already exists, and it contains the last few goblin prisoners. I don't remember where it is, just look for the caged goblins. Also, keep putting down ghosts. If you can find the violent ones on the list, do them first. These are the last 40 dwarves in existence, so they need to stay alive long enough to breed.

Alright. Will do. Any info on the other facilities? I read that the food supply is stable, but is there anything else that needs alteration?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 19, 2012, 05:28:41 pm**

Hmmm, get booze production going as soon as the crops are done - we have around 300 last I checked. If you find any more crap-quality items, dump and atom-smash them, other than that, go wild.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **July 19, 2012, 07:42:34 pm**

Quote from: Velard on July 19, 2012, 05:21:17 pm  
is there anything else that needs alteration?

Yes, apparently we still have some living goblin prisoners.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 20, 2012, 06:56:14 pm**

Velard! Glad you were around this time :P Third times the charm.

Quote from: ThatAussieGuy on July 19, 2012, 04:49:53 am  
Anima, you might want to look at the OP. You've dropped a bracket or something on NCommander's turn listings

Whoopse! Fixed. (The source markup for the original post is a twisted web of madness and terror, just like Deathgate!)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **July 20, 2012, 07:17:53 pm**

Quote from: AnimaRytak on July 20, 2012, 06:56:14 pm  
The source markup for the original post is a twisted web of madness and terror, just like Deathgate!

Uh oh! Deathgate's madness has once again ignored the laws of reality and broken through onto the physical plain. Pure, unadulterated madness is seeping into the forums!!!

However, as long as it stays here at bay12, I doubt anyone will notice the difference. Welcome to the physical world Terry!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 20, 2012, 08:14:00 pm**

Quote from: Urist McDwarfFortress on July 20, 2012, 07:17:53 pm  
Quote from: AnimaRytak on July 20, 2012, 06:56:14 pm  
The source markup for the original post is a twisted web of madness and terror, just like Deathgate!  
Uh oh! Deathgate's madness has once again ignored the laws of reality and broken through onto the physical plain. Pure, unadulterated madness is seeping into the forums!!!  
However, as long as it stays here at bay12, I doubt anyone will notice the difference. Welcome to the physical world Terry!

Oh god.

Spoiler (click to show/hide)



Don't let him loose!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **July 21, 2012, 07:31:09 am**

Quote from: AnimaRytak on July 20, 2012, 08:14:00 pm  
Quote from: Urist McDwarfFortress on July 20, 2012, 07:17:53 pm  
Quote from: AnimaRytak on July 20, 2012, 06:56:14 pm  
The source markup for the original post is a twisted web of madness and terror, just like Deathgate!  
Uh oh! Deathgate's madness has once again ignored the laws of reality and broken through onto the physical plain. Pure, unadulterated madness is seeping into the forums!!!  
However, as long as it stays here at bay12, I doubt anyone will notice the difference. Welcome to the physical world Terry!

Oh god.

Spoiler (click to show/hide)





Don't let him loose!

Ah, shit.

Remember the Minecraft save from a while back? Ever since I made that, my computer has been crashing randomly and running slowly, and the save lags like hell. I thought it was just normal problems, but now...I'm not sure. I think Terry's not just at Bay12 anymore.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 21, 2012, 11:09:39 am**

Quote from: GentlemanRaptor on July 21, 2012, 07:31:09 am

Quote from: AnimaRytak on July 20, 2012, 08:14:00 pm

Quote from: Urist McDwarfFortress on July 20, 2012, 07:17:53 pm

Quote from: AnimaRytak on July 20, 2012, 06:56:14 pm

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Remember the Minecraft save from a while back? Ever since I made that, my computer has been crashing randomly and running slowly, and the save lags like hell. I thought it was just normal problems, but now...I'm not sure. I think Terry's not just at Bay12 anymore.

Both of my computers are dead. ☹\_☹

The laptop's Windows installation is corrupted and will not boot. The desktops HD is in the process of dying. Currently the laptops HD is in the desktop and the laptop is running off an ubuntu flash drive.

I call shenanigans!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 21, 2012, 09:00:09 pm**

OOC: Nothing has really happened. Miner Dastostust died from terminal dehydration (with this clusterf\*\*k of a transit system, it takes weeks to get to the kitchen) Should I try to understand this monstrous system and streamline it? It'll probably prevent Yet Another Stupid Death like this.

There's a secret I haven't told you all. *I'm actually half elf*. Yep. Father was a hippie. He was killed to death by these people I now rule. He was a simple merchant, and they killed him. I am tempted to kill them off one by one as vengeance for my father's murder. But I'm above genocide. I don't want the blood of the last 40 39 dwarves on my hands! ... Just kidding. I'm only half-elf, remember? I'll get this lot killed somehow. And if I have a second reason besides my father's murder, it's the ghosts. They make mealtime the worst, they brutalize the civilians, they mutilate the military, and I have to personally assign where their memorials will be placed, because most of these dead bastards have had their bodies burned to ashes, lost the the Glowing Pits, eaten by demons, smashed beyond recognition, or just misplaced by some drunken fool! What's worse, I have to mark them on a damned list, one by one, and this list contains the name of every tree-burning bastard that's ever stepped foot in this hellhole. Putting the dead to rest will take ages. You think living in Deathgate is Hell? Try the paperwork. Now **THAT'S** Hell.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 21, 2012, 10:19:27 pm**

Quote from: Velard on July 21, 2012, 09:00:09 pm  
... What's worse, I have to mark them on a damned list, one by one, and this list contains the name of every tree-burning bastard that's ever stepped foot in this hellhole. Putting the dead to rest will take ages. You think living in Deathgate is Hell? Try the paperwork. Now **THAT'S** Hell.

Oh, it's not just the Dwarves on the list. Every single intelligent being to ever die on this map is listed under that menu. Except for some of the ghosts. Have fun.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 22, 2012, 02:32:01 am**

Your best bet is amputation: Seal off as much of the fortress as you don't need and try to congregate the dwarves in a single part of the fortress (perhaps by placing locked hatches in the main staircase on the level above the main lower fort area?). It'll stop starvation/dehydration. Farming might be an issue though.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **July 22, 2012, 03:24:38 am**

It's like the Roman empire collapsing...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **July 22, 2012, 05:48:05 am**

The Roman Empire is already gone. Deathgate is more like Constantinople, the last bastion of the fallen empire.  
  
Except instead of being overrun by Turks, the dwarves are dying to demons, goblins, and occasionally their own stupidity.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **July 22, 2012, 07:36:08 am**

The Constantinople of DF, I like that.  
  
As usual, Aussieguy seems to have the best idea. Cut off the diseased parts, so that the less scarred parts can be saved.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **July 22, 2012, 11:04:30 am**

And soon it shall be the Istanbul of DF when the goblins take it over.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 22, 2012, 05:22:23 pm**

**Late Slate** *\*chuckle\**

Mayor Rigothvir has just banned the export of platinum items from a sealed area containing the last of a dying species. The humor that these dwarves exhibit in this trying time is amazing. I'd expect them to blow up the booze and panic themselves to death. But these dwarves are different. They've survived so much shit that when it actually hits the windmill, they just laugh as their limbs go flying. I'm still going to kill them, though. I'm not like that Elf King in the legends, Cacame Awemedinade, who led the dwarves to victory. I'm here to watch 'em burn.

### Felsite

Well, shit. Baby Lashidang just died of thirst. I have no idea how to streamline this system, so I'm just forcing them to drink from the well by the living quarters. Don't want them to die this way, it's not dwarven enough, and a true elf always destroys his enemy; he does not kill them. I've managed to get the paper work in to retire 4 spirits, but they keep on terrorizing folk and such.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 23, 2012, 06:19:06 am**

Not Baby Lashidang!  
  
Check burrow restrictions; at this point I'm wondering if they're even physically able to reach the booze.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 23, 2012, 07:36:06 am**

If you have spare dwarves (HA!), set up specific stockpiles of food and booze so you know where they are in the afore-suggested safe-zone, or where the dwarves seem to congregate most

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 23, 2012, 04:22:02 pm**

Quote from: Eldes on July 17, 2012, 02:38:45 pm  
I dumped over 50,000 items, all atom-smashed. That includes everything outside, everything beyond the Hellbunker, hidden in tunnels, out in the caverns, everything at all deemed non-essential.  
...  
Bins of cloth, leather, ...  
...

You fiend!

Quote from: Velard

OOO: Wow. This is immense. Quite possibly beyond my skill level. Should I continue to bumble along with this, or would you prefer I pass this to a more capable player?

"more capable"

Hahah

Hahahahaha

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **July 23, 2012, 06:15:40 pm**

Quote from: wlerin on July 23, 2012, 04:22:02 pm

Quote from: Eldes on July 17, 2012, 02:38:45 pm

I dumped over 50,000 items, all atom-smashed. That includes everything outside, everything beyond the Hellbunker, hidden in tunnels, out in the caverns, everything at all deemed non-essential.  
...  
Bins of cloth, leather, ...  
...

You fiend!

Not all of it! In fact, I probably only dumped about half of it, but if it gets us over 50 FPS, then no sacrifice is too high.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 25, 2012, 02:12:13 pm**

Sorry for the lack of updates; been busy. Expect an update by Friday.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **July 28, 2012, 10:06:39 pm**

Any news?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 29, 2012, 03:37:31 pm**

We wait patiently, Velard!

PATIENTLY!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **July 29, 2012, 05:14:17 pm**

I'll actually be out of town this week; but I'll update while I'm there at least once. I'm very sorry for this delay. I'm going to make sure you guys get to see more of the madness that is Deathgate ASAP.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 30, 2012, 12:57:44 am**

:-\

I guess we can delay the reign of the Final Five a bit longer...

At this rate though, I'll probably forget to check in the day my turn comes up.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **July 30, 2012, 06:39:47 am**

You know, looking back, I get this odd feeling that I was one of the first knives in Deathgate's back.

I think I was the last Overseer to get migrants (even if it was only a couple), and I accidentally killed off so very many dwarves.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **July 30, 2012, 08:58:26 am**

Quote from: kefkakrazy on July 30, 2012, 06:39:47 am

You know, looking back, I get this odd feeling that I was one of the first knives in Deathgate's back.

I think I was the last Overseer to get migrants (even if it was only a couple), and I accidentally killed off so very many dwarves.

You'd think that it would've been me that did this, given my past history.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 30, 2012, 12:04:58 pm**

Pretty sure by the time Anima's turn rolls around, there will be just seven left.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **July 30, 2012, 01:11:58 pm**

That will be poetic. All seven must die at the same time to satisfy Armok!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Just Some Guy** on **July 30, 2012, 10:14:59 pm**

Quote from: wlerin on July 30, 2012, 12:04:58 pm

Pretty sure by the time Anima's turn rolls around, there will be just seven left.

That implies that this fort will survive until then.



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **July 31, 2012, 11:16:15 pm**

Well... we *can* keep it alive until then... not sure if it would be very interesting to read about though.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **August 03, 2012, 08:45:21 pm**

Back; going to start getting things killed

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 03, 2012, 08:53:58 pm**

[Quote from: Velard on August 03, 2012, 08:45:21 pm](#)

Back; going to start getting things killed

I think you mean *continue* getting things killed. We've been killing dwarves since the start of the fortress

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **August 03, 2012, 09:38:37 pm**

Good point. Then I need to kick it up a notch. I'll have to drain the fortress of everything it has to create something deadly, and only then does it have my per- screw it. I saw The Dark Knight Rises on Thursday, it's not my fault. Movie was awesome.

***Skip forward to Hematite, because EVERYTHING that happened in between was totally uneventful, a duck got slaughtered, but that's it***

### Hematite

I'm about to jump into the Blood Altar. I thought there'd be at least one random bastardy creature charging through the halls. I want some gore! Might just tell a squad of those blasted CARPs that there's a demonic squadron out there so I can lock them there until they die. Might raise my morale. Maybe I'm just sounding like an ass because I remembered can't order anymore elven wine from the traders back home. Now I've remembered my father. Time to go set the mayor's favorite tunic on fire.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 03, 2012, 09:46:06 pm**

[Quote from: Velard on August 03, 2012, 09:38:37 pm](#)

Good point. Then I need to kick it up a notch. I'll have to drain the fortress of everything it has to create something deadly, and only then does it have my per- screw it. I saw The Dark Knight Rises on Thursday, it's not my fault. Movie was awesome.

How about sealing the dwarves down below a set depth and flooding everything above that?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **August 03, 2012, 09:50:03 pm**

Updated the post to actually contain the post, and... I'd love to do that, but I think that they'd die if I killed them.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 03, 2012, 09:58:08 pm**

[Quote from: Velard on August 03, 2012, 09:50:03 pm](#)

Updated the post to actually contain the post, and... I'd love to do that, but I think that they'd die if I killed them.

After all, people die if they are killed.

[Quote from: ThatAussieGuy on August 03, 2012, 09:46:06 pm](#)

How about sealing the dwarves down below a set depth and flooding everything above that?

We're already walled off from the surface. Besides, that might be stealing the thunder of rockfalls the depths of volcanoes.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **August 04, 2012, 03:42:25 pm**

Hey!  
I'm new here and I've registered on the forums thanks to this thread. I'm really impressed with the Succession Game. Just Wow :)  
If it's possible (If not for this one then for the DG2\_ I'd like to get dorfed as a Swordsdwarf( if there are any left) Zan with the title 'The Immortal'. Seems kinda appropriate for Deathgate and with the "fun" stuff going around sorta nice in a 'tempting fate' kind of way :P

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 05, 2012, 12:40:09 am**

Welcome to the Deathgate family, pal.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **August 05, 2012, 04:17:59 am**

[Quote from: Blade Master Model 42 on August 05, 2012, 12:40:09 am](#)

Welcome to the Deathgate family, pal.

Thanks man :)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **August 05, 2012, 03:22:20 pm**

Watch out for Terry.

Oh...wait. Turn around very slowly  
OHGODHE'SBEHINDYOU!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **August 06, 2012, 04:50:03 am**

OH well...  
Sanity is for the weak anyway, I didn't need it in the first place :P

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Velard** on **August 06, 2012, 07:51:49 am**

Expect an update no later than Saturday. &ltcrosses fingers>

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 07, 2012, 10:47:59 pm**

I have returned from my miniature vacation (not that I announced it). Both of my computers are fully functional again, so expect the OP to be updated again.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **August 09, 2012, 07:33:48 pm**

Welcome home, fearless leader! Glad to have you back!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wolfwood296** on **August 09, 2012, 11:30:26 pm**

looks awesome i have got to be part of the military

wolf  
swordsdwarf

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 09, 2012, 11:35:45 pm**

Quote from: AnimaRytak on August 07, 2012, 10:47:59 pm  
I have returned from my miniature vacation (not that I announced it). Both of my computers are fully functional again, so expect the OP to be updated again.

Our Glorious Leader has returned to lead the fortress into a new era of strife and genocide.

...Let's topple him in a drunken coup-d'etat!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 09, 2012, 11:49:08 pm**

Quote from: ThatAussieGuy on August 09, 2012, 11:35:45 pm  
Quote from: AnimaRytak on August 07, 2012, 10:47:59 pm  
I have returned from my miniature vacation (not that I announced it). Both of my computers are fully functional again, so expect the OP to be updated again.  
  
Our Glorious Leader has returned to lead the fortress into a new era of strife and genocide.  
  
...Let's topple him in a drunken coup-d'etat!

Once his year is up, anyway.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **August 11, 2012, 10:35:54 pm**

Any news?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 12, 2012, 02:31:29 pm**

Velard, it's been over a week since your last update.

I don't think i need to say anything more.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 12, 2012, 05:47:22 pm**

Quote from: AnimaRytak on August 12, 2012, 02:31:29 pm  
Velard, it's been over a week since your last update.  
  
I don't think i need to say anything more.  
Quote from: Velard on August 06, 2012, 07:51:49 am  
Expect an update no later than Saturday. &ltcrosses fingers>

Time: 5:47 pm

Technically he has about 14 hours left. Saturday has come and gone, though.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 12, 2012, 10:35:10 pm**

Quote from: wlerin on August 12, 2012, 05:47:22 pm  
Quote from: AnimaRytak on August 12, 2012, 02:31:29 pm  
Velard, it's been over a week since your last update.  
  
I don't think i need to say anything more.  
Quote from: Velard on August 06, 2012, 07:51:49 am  
Expect an update no later than Saturday. &ltcrosses fingers>  
Time: 5:47 pm

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Technically he has about 14 hours left. Saturday has come and gone, though.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| He said he'd make an update, but he never did.<br>So I won't count that one.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>Velard</b> on <b>August 13, 2012, 02:56:59 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Gah. So much has happened lately. I'm sorry for not posting. I'll post tonight after I finish up most my turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>wlerin</b> on <b>August 13, 2012, 04:21:09 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Ah right. I guess that wasn't a game update.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>Velard</b> on <b>August 13, 2012, 08:08:19 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div><b>Malachite</b></div><div>The mayor just ended the mandate about platinum items. I guess he realized the joke stopped being funny after <del>I set his coat on fire</del>the dwarves started glaring. The butchers are doing their jobs, as I keep getting letters about the slaughters, as if I care about the gory details. The summer's been hot, and I'm really missing that wine. Not much has happened, and- Looks like Kenbo II has been taken by a fey mood. Dunno what he's going to do. He might invent the air conditioner or the wine generator. Anything else, or if he uses adamantine and I'll have him flayed and make a nice rug out of the dwarven dwarf leather. With adamantine spikes.</div></div> |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>AnimaRytak</b> on <b>August 18, 2012, 11:16:23 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Deathgate does not belong on page two.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>renegadelobster</b> on <b>August 19, 2012, 07:16:31 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Hello? Its getting dark and lonely in this hole...I'm starting to get hungry and I might have to eat my legs. I keep seeing Terry in the shadows, please send help!!!                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>Velard</b> on <b>August 19, 2012, 08:31:08 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div><b>Galena</b></div><div>He's at it again. That moronic mayor decided to ban platinum items AGAIN. It wasn't funny the first time, and it's not funny now. I'd order him executed, but I'd have to go through the whole due process thing. I'll just set his coat on fire again. It'll make me feel happy on the inside. Kenbo has claimed a Magma Forge, and strangely, a ghost by the name of Amost is sitting there, watching him tinker away. On the fifth of Galena, he started hammering away at the metal, and on the ninth, he finished. The rest of the month was uneventful, and I was left to watch the mayor wonder why his room smells like smoke.</div></div>                                               |
| OOO: Would have been posted last night, but my internet just up and died. Terry has gotten me as well.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>tahujdt</b> on <b>August 19, 2012, 08:35:34 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| I'll take a turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>kefkakrazy</b> on <b>August 20, 2012, 07:19:21 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Tahujdt, if I recall signups for Deathgate are currently closed because we're winding down the fortress on account of having been at least partly responsible for the extinction of every nonhuman race on the game world.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| I do believe that after AnimaRytak's next turn on the frontpage turn list, Deathgate I will be retired in favor of a new Deathgate II, complete with some horrible surprise he has not yet unveiled...                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>tahujdt</b> on <b>August 20, 2012, 09:38:12 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| I'll take a turn on DGII, then.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>AnimaRytak</b> on <b>August 20, 2012, 10:37:00 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| It has come to my attention that Velards turn has been dragging on for a month know.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Sorry but, hurry up already.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>kefkakrazy</b> on <b>August 23, 2012, 10:35:30 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| I must have beards aflame.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Title: <b>Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)</b></div><div>Post by: <b>GentlemanRaptor</b> on <b>August 24, 2012, 07:30:39 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div><div><div><div><div><div>Quote from: kefkakrazy on August 23, 2012, 10:35:30 pm</div></div></div><div>I must have beards aflame.</div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |



Not just beards, my friend. ALL MUST BURN!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **August 25, 2012, 04:15:47 pm**

V, did we lose you?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 25, 2012, 04:17:52 pm**

Thinkin' it's time to move on.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Darkgamma** on **August 26, 2012, 08:18:50 am**

I'd like a dorfing.  
Darkgamma, a (preferrably not maimed, blinded or blister-footed) mason.  
There are a few things in need of fixing, badly.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 26, 2012, 12:52:11 pm**

I knew I'd regret adding Velard to the list.  
  
I'm not going to bother asking for the save. We're returning to Eldes save. It is now wlerin's turn.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Darkgamma** on **August 26, 2012, 12:54:40 pm**

Quote from: AnimaRytak on August 26, 2012, 12:52:11 pm  
I knew I'd regret adding Velard to the list.  
  
I'm not going to bother asking for the save. We're returning to Eldes save. It is now wlerin's turn.

And a dorfing :3  
Pretty please?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **August 26, 2012, 06:08:42 pm**

Yeah... If we were further into the year it'd be a different story, but we're only in midsummer now...  
  
shame though. I love Velard's icon and sig, they make me happy when he posts.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 26, 2012, 08:32:16 pm**

Quote from: AnimaRytak on August 26, 2012, 12:52:11 pm  
I knew I'd regret adding Velard to the list.  
  
I'm not going to bother asking for the save. We're returning to Eldes save. It is now wlerin's turn.  
Alright. I'm going to let the year progress a bit before my first update\*, so I can actually present a semi-coherent story.

edit: Meanwhile, the ARTEFACT seems to have gone missing...  
Spoiler (click to show/hide)  
Before Eldes' Turn



Now



Oh well. I can work with this.

\* substantive update that is. might do a statistics post.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EmeraldWind** on **August 27, 2012, 12:05:34 pm**

You guys lost the weird-ass flaming demon blade?  
It was sealed away! How do you lose something like that?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 27, 2012, 08:37:19 pm**

Obviously not well enough. It got out. Could be anywhere now. Maybe even *anything*.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 27, 2012, 09:36:53 pm**

*The sword is gone?*  
  
The fortress is doomed! **MORESO!**

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 27, 2012, 10:57:28 pm**

"And so, in the seventh year, the unholy Red Monster Sword faded from this world, taken back by the unholy master to his dark realm."  
- "The Fall of Deathgate", The Lordric Tomes  
I wondered where that damn thing was at!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **August 27, 2012, 10:58:32 pm**

Is it even on the stocks screen? Maybe it got stol-  
wait WHAT AM I SAYING WHAT COULD STEAL THE RED MONSTER SWORD!?  
wtb asbestos kobolds  
No, seriously, I wonder what happened to iiiIIIII FUG I WONDER IF IT GOT AUTODUMPED

EDIT: redownloaded the pre-Eldes save and appropriate DF version. Yes, it looks like Eldes accidentally the legendary sword of flaming death.  
nj bro  
(I can't complain that much if it means Deathgate has playable FPS again, but duuuude, that's like booting Paindeer down the AnimaRytak Memorial Shaft of Death, you killed a Deathgate *legend*)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 28, 2012, 12:23:18 am**

Playable FPS... Demon Flesh Sword that no dwarf can wield (except maybe Lashidang)....  
Difficult choice.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **August 28, 2012, 12:25:21 am**

Umm.... oops?  
I must have been zoomed out when marking stuff for dumping in the shafts and unused rooms, and clipped that room. Shit. Sorry about that.  
Where did that thing even *come* from anyway? It can't have been a mood artifact, or I couldn't have dumped it.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **wlerin** on **August 28, 2012, 12:37:14 am**

Eh. I imagine it's not the last thing that will go missing ere we're through.

Like, for example, the children Iden Solonigath and Ingish Bimzes. There doesn't appear to be anything wrong with them... in fact they are quite overwhelmingly ecstatic... except they don't appear to have a physical presence in the fortress.

edit: That and they are both 20 years old.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 28, 2012, 01:30:28 am**

Quote from: wlerin on August 28, 2012, 12:37:14 am

Eh. I imagine it's not the last thing that will go missing ere we're through.

Like, for example, the children Iden Solonigath and Ingish Bimzes. There doesn't appear to be anything wrong with them... in fact they are quite overwhelmingly ecstatic... except they don't appear to have a physical presence in the fortress.

edit: That and they are both 20 years old.

So the fort's pulled a Battlefailed, lost it's most treasured item, the civilization is well and truly extinct, and it's likely to remain 'alive' after the last dwarf dies simply because two of them are lost in limbo?

Couldn't ask for anything better to happen to this little hellhole

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **wlerin** on **August 28, 2012, 01:46:13 am**



And the plot thickens.

However, I think I'll leave it to future overseers to untangle this particular knot, aside from perhaps a dream or two.

I've finished a survey of the fort's remaining (living, dwarven) occupants, and hope to have Spring ready by Wednesday or Thursday.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 28, 2012, 10:08:33 am**

Oh see there's the problem.

My son's are demi-gods.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **August 28, 2012, 02:30:24 pm**

Demi-gods? Seriously? Strangely enough, that is one of the *more* normal things to happen to Deathgate

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **August 28, 2012, 02:54:15 pm**

Terry's power is on the rise...

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **Velard** on **August 28, 2012, 04:24:24 pm**

Oh well, I don't blame you for dropping my turn. I'm sorry I couldn't post more regularly. I'll just watch as the plot thickensburns to ash. Maybe I'll actually have my shit together in time for DGII. But yeah, it was a mistake for me to sign up for this at this time. :I

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **EmeraldWind** on **August 28, 2012, 07:31:31 pm**

Quote from: Urist McDwarfFortress on August 28, 2012, 02:54:15 pm

Terry's power is on the rise...

Perhaps Terry now wields the Doomsword.

Only one could wield that cursed blade and he is the literal manifestation of madness.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 28, 2012, 07:33:46 pm**

Quote from: EmeraldWind on August 28, 2012, 07:31:31 pm

Quote from: Urist McDwarfFortress on August 28, 2012, 02:54:15 pm

Terry's power is on the rise...

Perhaps Terry now wields the Doomsword.

Only one could wield that cursed blade and he is the literal manifestation of madness.

Well. Time to pick seven dwarves and send them outta here.

Title: **Re: Deathgate - GǺŋtterdǺmmmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **August 28, 2012, 07:41:57 pm**

Quote from: Blade Master Model 42 on August 28, 2012, 07:33:46 pm

Well. Time to pick seven dwarves and send them outta here.

No one leaves Deathgate... alive!



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 28, 2012, 11:11:47 pm**

Quote from: Urist McDwarfFortress on August 28, 2012, 07:41:57 pm

Quote from: Blade Master Model 42 on August 28, 2012, 07:33:46 pm

Well. Time to pick seven dwarves and send them outta here.

No one leaves Deathgate... alive!

You don't even leave Deathgate dead, you just rot outside the Hellbunker.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 28, 2012, 11:36:58 pm**

If the fortress survives to my turn, I intend to get some power going with the remaining dwarves and flood the upper levels in Magma.  
NONE SHALL TOUCH OUR GLORIOUS CORPSES!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **gunpowdertea** on **August 29, 2012, 04:14:10 am**

Quote from: AnimaRytak on August 28, 2012, 11:11:47 pm

You don't even leave Deathgate dead, you just rot outside the Hellbunker.

Actually I guess the two kids did. And took the Demonblade with them, the lil' rascals.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 29, 2012, 04:29:11 am**

Quote from: ThatAussieGuy on August 28, 2012, 11:36:58 pm

If the fortress survives to my turn, I intend to get some power going with the remaining dwarves and flood the upper levels in Magma

Most of the machinery to do this is already in place, only needs a few connections here, and then a way to prevent the magma from destroying said machinery while flooding the chambers.

Oh and prevent it from getting into lower Deathgate. Also important.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **August 29, 2012, 06:22:08 am**

Quote from: wlerin on August 29, 2012, 04:29:11 am

Quote from: ThatAussieGuy on August 28, 2012, 11:36:58 pm

If the fortress survives to my turn, I intend to get some power going with the remaining dwarves and flood the upper levels in Magma

Most of the machinery to do this is already in place, only needs a few connections here, and then a way to prevent the magma from destroying said machinery while flooding the chambers.

Oh and prevent it from getting into lower Deathgate. Also **Optional**.

FTFY

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 29, 2012, 07:30:25 am**

Heh.

So... my preparations (which are probably a wee bit excessive) are nearly complete. I whipped up a short background for the character whose viewpoint I will be using for the next four seasons, and as it is at least semi-readable, albeit lengthy, here it be:

Spoiler (click to show/hide)

Characters:

**Kogan Fikodavuz** and **Goden Adilthum**, twin sisters, born in 766

**Shem Egenasob**, their mother

**Kubuk Onoldarud**, their father

**Kosoth Rigothvir**, current mayor and record keeper of Deathgate

**Mafol**, female marksdwarf

**The Ducks**, heroes of Deathgate

Kogan had spent her entire life in this hell fortress. Her mother was killed by a demon when she and her twin sister were only four years old. Her twin was a prodigy when it came to wood crafting, and Kogan was jealous of the attention their father gave her.

Over time her rivalry with her sister changed, and they became the closest of friends. They were inseparable. Inseperable, at least, until that day. The fortress in chaos. Screams echoing down the halls. Tears. Blood. Smoke. So much smoke. The smell of burning meat choked the halls.

Looking back on it now, she could remember nothing clearly. Nothing except the burning. And the feeling of loss. As if a great tear had opened within, and a sense that nothing would be right, ever again.

Days, weeks later, when the adults finally stopped running around frantically or drinking themselves into a stupor, she learned the truth. Demons had entered the hell bunker. A massive slaughter had taken place. Some thought the hell-bunker lost, others talked of organizing a warband to drive the demons out, just like they had done in the good old days. Except that half the soldiers had been killed in the initial attack.

As she learned even later, the only reason \*anyone\* survived was due to the intervention of the Ducks. For years, mad overseer after mad overser had left them to breed. And breed they had. During the chaos of that day, the ducks and geese somehow managed to escape their pens and enter the hellbunker. Presented with fresh morsels, the demons left off pursuing the dwarves into the fortress proper, and the "valiant" defenders were able to block off the passageway.

When Kogan learned that her sister had been in the bunker that day, she begged the adults to save her, but was met only with blank stares and incredulity. Desperate, she found a way into the duck pens, and tried to follow them out of the fortress. And there she stopped. Fire. Flame. Ash. Bones. Tearing. Rending. Ducks wailing. Howling demons. Blackness.

She woke later drenched in sweat, with no memory of the nightmare that held her captive save the fear. The fear that drove her back, through the nests, through the grime and filth, through the halls, through the dimly lit corridors, back to her room. The fear that kept her there until at last hunger and thirst broke its terrible hold.

And so, bereft of her mother and sister, the child Kogan Fikodavuz wandered the halls of Deathgate. Her father still lived, but he grew distant after the loss of her sister.

It took years, but eventually the bunker was reclaimed. The bodies recovered were little more than skeletons by then, but the small, half-sized skeleton could have been no one else. Goden was well and truly dead.

Kogan's father volunteered to join the newly formed AxeCARP squad, while Kogan herself began spending time with the new Mayor, Kosoth, a young and intelligent woman who took the young girl under her wing and taught her to read and write. Gradually she overcame her demons and looked forward to the day when she could participate in the fortress proper, meet dwarves from the mountainhome, perhaps join the militia or craft mighty demonslaying artifacts. Her father began to speak to her again, and they would share the occasional a drink when he came off duty. He had, apparently, become quite enamored with a certain markswarf, by the name of Mafol, coincidentally the same marksdwarf who killed the demon responsible for Goden's death. Kogan wasn't too fond of her, but it was pleasant to see light return to her father's eyes. It reminded her of the old days, before...

But this is Deathgate, not some Elvish Fairy Palace filled with gumdrops and candy icicles. Mafol was killed during a goblin siege later that year. Rather than returning to his previous isolation, Kogan's father to spend even more time with her.

But alas. Alas, for those who dwell on the doorstep of hell.

The goblins came again. Kubuk took up his adamantine battle axe and went forth to meet them. He did not return. No one did. The mayor commanded all entrances to the fort be permanently sealed. No more goblins, no more caravans, no more migrants from the homeland-- if any even still lived. Deathgate would survive on its own.

Kogan cried, but not for long. She was almost a dwarf full grown. She had known death and she would know it again. For she was also a dwarf of Deathgate, the Doom-fortress.

She now stood before a small group of her elders, as Mayor Kosoth Rigothvir officially claimed her as her apprentice and adopted sister. For the time being, she would manage the fort's records, and mingle with the populace. Give the mayor someone to discuss decisions with. It was the greatest moment of her life. Being young and full of self-importance, she never thought to ask why.

At the end of the ceremony, the mayor bestowed on her a new name, that of an old leader of Deathgate.

Henceforth, Kogan would be known as Irony II.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 29, 2012, 10:13:21 am**

Quote from: wlerin on August 29, 2012, 07:30:25 am  
Henceforth, Kogan would be known as Irony II.

I always knew this fortress would suffer an ironic fate

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **August 29, 2012, 03:20:32 pm**

Quote from: AnimaRytak on August 28, 2012, 11:11:47 pm  
Quote from: Urist McDwarfFortress on August 28, 2012, 07:41:57 pm  
No one leaves Deathgate... alive!

You don't even leave Deathgate dead, you just rot outside the Hellbunker.

Wait, I thought that was the whole plan for Deathgate 2, that their ghosts escape Deathgate and go out to posses some other poor dwarfs.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **August 29, 2012, 03:36:32 pm**

Hah, I looked through my update (since that seemed to be what you were referencing) and it's true. Goden WAS one of the kids killed in the big breach I caused.

I'm flattered <3

In fact, I think Goden was SuperKid, the dwarven child who survived against the assassin bug fiend longer than a couple of the military dwarves did.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **August 30, 2012, 01:15:13 pm**

Quote from: Urist McDwarfFortress on August 29, 2012, 03:20:32 pm  
Quote from: AnimaRytak on August 28, 2012, 11:11:47 pm  
Quote from: Urist McDwarfFortress on August 28, 2012, 07:41:57 pm  
No one leaves Deathgate... alive!  
You don't even leave Deathgate dead, you just rot outside the Hellbunker.  
Wait, I thought that was the whole plan for Deathgate 2, that their ghosts escape Deathgate and go out to posses some other poor dwarfs.

That's still the plan.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 30, 2012, 01:52:00 pm**

Which is why I have no intention of putting any more ghosts to rest. Except maybe that violent one by the front gate.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **Blade Master Model 42** on **August 30, 2012, 01:54:37 pm**

Quote from: wlerin on August 30, 2012, 01:52:00 pm  
Which is why I have no intention of putting any more ghosts to rest.

GAH.

Title: **Re: Deathgate - GÃ¼tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **August 30, 2012, 02:14:52 pm**

Quote from: wlerin on August 30, 2012, 01:52:00 pm  
Which is why I have no intention of putting any more ghosts to rest. Except maybe that violent one by the front gate.

No, no, leave him. If anyone actually magma-floods the fortress, having an angry spectral guard could be useful!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **August 30, 2012, 02:29:29 pm**

Quote from: GentlemanRaptor on August 30, 2012, 02:14:52 pm

No, no, leave him. If anyone actually magma-floods the fortress, having an angry spectral guard could be useful!

Yeah! We'll need somebody to protect the... magma... and !!stuff!! We don't want any of those nasty kobolds running off with a pocket-full of our precious magma!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **August 30, 2012, 02:53:36 pm**

Quote from: Urist McDwarfFortress on August 30, 2012, 02:29:29 pm

Quote from: GentlemanRaptor on August 30, 2012, 02:14:52 pm

No, no, leave him. If anyone actually magma-floods the fortress, having an angry spectral guard could be useful!

Yeah! We'll need somebody to protect the... magma... and !!stuff!! We don't want any of those nasty kobolds running off with a pocket-full of our precious magma!

I was more going for the "Hell Fortress" look, especially if magma spills out of the fort. Aesthetics, man.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 30, 2012, 03:27:46 pm**

There are actually quite a few artifacts on the upper levels, so he might have a point.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **August 30, 2012, 03:40:38 pm**

I go away for a month, and the fort has descended into even more madness.

Incidently, is my dwarf still numbered among the living or has she finally bit it?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **August 30, 2012, 04:47:17 pm**

I like having the ghosts around. Having a prior Baelor watch as his current incarnation charged into a horde of lizard demons and an Assassin Bug Fiend? Priceless.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 30, 2012, 07:01:25 pm**

Quote from: NCommander on August 30, 2012, 03:40:38 pm

I go away for a month, and the fort has descended into even more madness.

Incidently, is my dwarf still numbered among the living or has she finally bit it?

NCommander is alive. Most of the Marksdwarves are. Well... I say most...

I mean, rather, that all that's left of the military is Marksdwarves. Marksdwarves and Scaliper. I'm not sure if this is because melee combat has a higher turnover rate, or the CARP Commander just spent more time training the Marksdwarves (there are a number of CARP trainees for other weapons, but none of them are beyond novice, and I have no intention of risking injuries with the current state of Deathgate's healthcare.)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **August 30, 2012, 07:12:14 pm**

Quote from: wlerin on August 30, 2012, 07:01:25 pm

Quote from: NCommander on August 30, 2012, 03:40:38 pm

I go away for a month, and the fort has descended into even more madness.

Incidently, is my dwarf still numbered among the living or has she finally bit it?

NCommander is alive. Most of the Marksdwarves are. Well... I say most...

I mean, rather, that all that's left of the military is Marksdwarves. Marksdwarves and Scaliper. I'm not sure if this is because melee combat has a higher turnover rate, or the CARP Commander just spent more time training the Marksdwarves (there are a number of CARP trainees for other weapons, but none of them are beyond novice, and I have no intention of risking injuries with the current state of Deathgate's healthcare.)

Most of the military got slaughtered on my turn when we got sieged with two waves of 50+ goblins before the surface was sealed which is when TAD was off'ed. Then TAD caused the save to be corrupted and I had to wind back to the fall autosave which is why we have \*any\* military :-/.

EDIT: Also helps she's legendary in Siege Operator which gives nice stat boosts.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **August 30, 2012, 08:45:21 pm**

So is TAD still alive? Or did he die pre-rollback of your savegame?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **August 30, 2012, 08:51:48 pm**

Quote from: NCommander on August 30, 2012, 07:12:14 pm

EDIT: Also helps she's legendary in Siege Operator which gives nice stat boosts.

Mmm.... I'm not sure if it still works like that. Or at least... there's nothing listed on her description page. Runesmith does say she's above average (sometimes significantly) for all the attributes that Siege Op influences, so iono.

Also something I noticed:  
Quote from: NCommander

At peak performance and a few minor design tweaks, the BATTERERY could generate up to 4000 kilo-urists of power. Despite this marvel of machinery, for many years, the BATTERERY was only used to operate a single milestone. One could say it was the most vastly overpowered milestone in history.

Ahahaha. Thank you NCommander, for that guided tour oh-so-many pages back. Been doing a little catch up, since I dunno what half this stuff--er, I mean, 90% of this stuff--does.

Quote



11. "ThatAussieDwarf" Gikuturdim, Uncivil Engineering Overlord  
Feet blistered.  
Wielding a copper pick.  
Talented Engraver, Competent Carpenter (R), Expert Animal Trainer (VR), Adequate Butcher (R), Skilled Consoler (VR)  
Male.

He's still about, yes. Sadly he doesn't seem to have any actual engineering (or mechanical, or architectural) skills, and the only dwarf that does... well... I'll get to that.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **August 30, 2012, 08:57:04 pm**

If you're looking for power, I believe my half-finished BATTERY (better output, better efficiency, better spelling) is north-west of the BATTREREY site. It needs a fair bit of work though.

And all hail the blistered aussie overlord!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **August 30, 2012, 09:00:32 pm**

What I need atm is water. The hospital has four wells, all of them dry. Not to mention flooding of the lower farms appears to have been aborted. Granted, we probably don't need that much farmland for 40 (soon to be 39 if I cannae prevent it) dwarves.

I have seen the Areltulon, but ... it's a little... FPS intensive? I'm pretty sure it's also started growing trees, so it won't be an option for much longer. It'll take me at least that long to rig up a method to divert the water.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **August 30, 2012, 09:30:25 pm**

Quote from: wlerin on August 30, 2012, 09:00:32 pm

What I need atm is water. The hospital has four wells, all of them dry. Not to mention flooding of the lower farms appears to have been aborted. Granted, we probably don't need that much farmland for 40 (soon to be 39 if I cannae prevent it) dwarves.

I have seen the Areltulon, but ... it's a little... FPS intensive? I'm pretty sure it's also started growing trees, so it won't be an option for much longer. It'll take me at least that long to rig up a method to divert the water.

If you can get the few wheels in place turning with a manually-pumped screwpump (if it holds up to an FPS test), you can use just a floorplate set to 1/7-4/7 (take into account water flowing in the channel t0 the well) and a gear connected to a screwpump to create a self-filling well that can't overflow.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **August 30, 2012, 10:02:30 pm**

I just realized what this maze of twisty passages around, above, and below the hospital is supposed to do.

I'm gonna need a **lot** of water. ~~Probably not a good idea to connect the showers to the wells though.~~ Turns out they are separate. Whoever designed this went to a lot of trouble to make it look like they weren't, though.

Is there any way to prevent trees from growing on muddied tiles? Roads? Constructed floors?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **August 30, 2012, 10:27:47 pm**

Quote from: wlerin on August 30, 2012, 10:02:30 pm

I just realized what this maze of twisty passages around, above, and below the hospital is supposed to do.

I'm gonna need a **lot** of water. ~~Probably not a good idea to connect the showers to the wells though.~~ Turns out they are separate. Whoever designed this went to a lot of trouble to make it look like they weren't, though.

Is there any way to prevent trees from growing on muddied tiles? Roads? Constructed floors?

Either will suit you just fine.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **September 01, 2012, 09:57:01 pm**

Oh dear. This can't be good.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **kefkakrazy** on **September 02, 2012, 02:09:10 am**

This, this is why I love this type of fortress.

You know, I was all set to actually do a little light trolling during my turn. I was going to build iron or wooden spike traps in random high-traffic areas and link them to pressure plates in random low-traffic areas, then hide the lot...

In the end I decided it'd be a dickish thing to do, but for a minute there I almost did it. It would have been so funny if we weren't down to dwarven reproduction as a population expansion method.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **September 02, 2012, 05:01:35 am**

Yah. There are a lot of things I'd consider doing if these weren't the last 4039 dwarves in the world. Still might.

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*Journal of Kogan "Irony II" Fikodavuz, Scribe of Deathgate, Assistant to Mayor Kosoth*

22 Granite, 779

*So. Much. Blood. As if the last three weeks hadn't been bad enough. Now this. But I'm too exhausted to write now. At least we re-opened the Hospital in time.*



Now that I think about it, everything started going wrong once we breached the walls.... Maybe opening the hospital wasn't such a good idea after all.

Uggh. Too much. I need a drink.

-----

[OOC: There are currently *nine* dwarves recuperating in the hospital, most of them children. Not all of them show up in this screenshot, for various reasons.]

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 02, 2012, 05:31:19 am**

It's only a bunch of children. You say it like we've lost some useful dwarves

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 02, 2012, 06:07:19 am**

They are actually pretty useful when you need to tear down constructions.

Erm... it's 5 adults, 4 children. I'm not sure if one of the children is actually afflicted or just sleeping with his/her mother. Wait. That can't be right. Arg. I've closed the program down to work on something else, so I'll have to check tomorrow.

And not everyone made it to the hospital.

-----

By the way, *hypothetically*, if a threat that endangered the lives of every remaining dwarf in the fortress materialized, and the only normal means of eliminating that threat was bugged... would hackery be acceptable?

Not so hypothetically, I have an idea how to work it into the story, but if we don't do something eventually, we're just going to keep losing dwarf after dwarf.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **September 02, 2012, 07:08:00 am**

Sorry to be bothering you, but have I been by any chance dorfed ? :)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 02, 2012, 07:44:13 am**

So just what kind of crippling dust/gas IS the creature spewing on our dwarves?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 02, 2012, 01:12:31 pm**

The one that's killing dwarves? Ectoplasm, I'd imagine.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 02, 2012, 07:36:28 pm**

Wait, what's happening?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 02, 2012, 10:41:38 pm**

This is... absurdly long. I've summarized important events after the spoiler tags. Spoiler tags make what was already a lengthy read into an impossible one. Here's the summary:

TL:DR;

Zulban, our last skilled mechanic, died of thirst on 2 Granite. Nothing could have been done (and I tried). Some bright dwarf had stashed him behind the arena after he had his leg torn off by a ghost, and he'd been left there to rot.

To prevent further deaths of this sort, I've re-opened Lower Deathgate's hospital\*\*, though I cannot figure out why it was closed in the first place.

There was an epidemic of sorts--a series of dwarves falling unconscious in the hall leading to the hospital. Further research suggests this is the same disease that caused the blistered feet, since the afflicted dwarves were unblistered before this, and their boots have finally worn out. Some of the children still haven't regained consciousness.

I've started work on an aqueduct to bring water directly from the aquifer. Ideally, I want to equalize the pressure using pumps, which would require drawing power from, and completing, the BATTERY. But I doubt I'll have time for that.

And all that pales in comparison to the murderous ghost of Upper Deathgate deciding he'd rather chill in our kitchens. The one Eldes could not find on the memorialize list, nor can I. The one who ripped off Zulban's leg and separated Tirist from his arm.

-----

*Journal of Kogan "Irony II" Fikodavuz, Scribe of Deathgate, Assistant to Mayor Kosoth*

*23 Granite, 779*

It's been a while since I wrote a proper entry in this. Not since I was promoted to Scribe, in fact. I have some time now, so I might as well record events as best I recall.

**Meeting in the Mayor's Office: The State of the Fortress, and My Project**

The evening of my promotion to scribe, the mayor called me into her office, and after small chat, leaned over the desk and fixed me with a stare both grave and weary. At the time, this seemed the most important moment of my life, so I memorized every word.

"As you know, we have spent much of the last few years moving from Upper Deathgate to this new outpost on the brink of Hell. This way, we hoped to focus our efforts on expanding into the Demon Realm, and ignore surface troubles. Let the goblins and Dreamroar's puppets kill each other over it."

At this she grabbed a stone mug from the desk and leaned back on her throne.

"Unfortunately, I fear now that our relocation was too hasty. Certainly we are better off down here, but a number of key aspects of the plan were left unfinished. And some things that should not have been forgotten were lost.

"For one thing, we are running low on booze. Plenty left for a few seasons, but without farms... you've seen the tree farm by the kitchen, yes? That wasn't actually supposed to be a tree farm. Still, in the grand scheme of things that's easy to remedy. What isn't so easy is the reason that tree farm only covers a quarter of the room built for it.

"In Upper Deathgate, we had no lack of water. The first cavern boasted a mighty lake, fed by distant underground rivers--virtually inexhaustible. Further, within the fortress proper we had access to an aquifer. But both of those are nearly 1000\* steps above us, and while an aqueduct was built to bring water down from the cavern, it is both insecure and by now has likely been overgrown by trees, just as were earlier, less ambitious aqueducts, and the mighty BATTEREY.

"You see, Irony," here she paused and dipped a hand into her mug. When she brought it out, there was mud on her fingertips. "You see, we are running out of water. Just as with booze, we have enough for a few seasons, but I must plan beyond that.

"Normally, I'd have a mechanic, or an architect, deal with this, but our architects have all gone to join the ancestors, and I haven't seen our last mechanic, Zulban, in some time. However, perhaps where expertise has failed, raw creativity can find a solution.

"So, for your first official assignment, I want you to review the existing schematics,"--she pushed forward the pile of stone tablets and parchment scrolls on her desk--"and see if you can find a way to replenish our dwindling water reserves. Ideally make it so it never becomes an issue again, even if we dwell here another thousand years. You will find here the plans for the old water delivery systems, and maps of the caverns above.

"You should also ask after Zulban. I know he was injured in Upper Deathgate some months ago, but I never learned the exact nature of his condition. Perhaps the Mad Fool would know. If he is still with us, his expertise, such as it is, would be invaluable."

I gathered up the documents, and returned to my own, newly provided office. I spent the better part of the next day poring over them, and over a mug or ten.

-----

**The Mechanic and The Hospital**

I had just begun reading about a large hospital that had been constructed here, in Lower Deathgate, eleven years ago. And yet I, who had lived here my entire life, had never seen it. A knock on my door interrupted my thoughts.

Mayor Kosoth entered, looking grimmer than ever, and bade me accompany her. We descended to the Arena, and crossed to rooms I'd never visited before. The smell of urine and putrefaction wafted from within.



The Mad Fool, looking madder than ever, met us within.

"Well?" demanded Kosoth. "What happened to this dwarf? Why was he left here to die?"

I don't remember the Fool's response, as I was too distracted by the mangled body lying on a cot in the middle of the room. His flesh was pale, greenish, and drawn. His lips cracked, his eyes shut tight. His one leg--for he had only one, the other had been... cut? *Torn?* off at the hip--bent at a frightful angle. Death no longer held any terror for me, but the pain this poor dwarf must have endured...

"... a hospital to work in. Poor Zulban would not be lying here forgotten if I had a hospital."



The mention of a hospital brought me back to the mayor and the madman. I cleared my throat, and, encouraged by the expectant silence, mentioned the hospital I had discovered in the records. The Fool's eyes gleamed with ... greed... and other emotions I cannot name. Something briefly flashed in the mayor's eyes as well, but I could not place it before she smiled reassuringly.

"That, at least is settled. I'm afraid you won't be able to draw on Zulban's expertise for your project. He had a run in with a ghost in Upper Deathgate, and the fiend tore his entire leg from him. But he might have lived, if he hadn't been... *dumped* here to rot." I could see her trying to control her anger, a fist clenched at her side.

"Yes, yes, most unfortunate. Most unfortunate," babbled the fool.

We found that the hospital mentioned in the records\*\* had, at some point, been locked up and walled off, though I could find no mention of why. Taking a break from tabletwork, I watched as the walls were torn down, and the door locks picked. At the first breath of stale air, I felt an inexplicable sense of foreboding. It smelled of a tomb, and something else I could not place. The Mad Fool and NRDL, last of the fort's medics, rushed past me bearing glow-lanterns, eager to plumb the darkness. Instead, I turned back and headed for the booze stocks.

-----

### The Epidemic

On the way, I saw a child passed out in the stockpiles. I thought little of it then.



The next day, on some errand I can't recall, I saw the same child lying there, and another dwarf, Krosan, a marksdwarf, also lying in the same hallway.

More dwarves, both children and adults, began to fall unconscious in the hall, the same hall which led to the newly opened hospital. All three of the adults were Marksdwarves.



When I saw no one else step forward, I took it on myself to bear the child, who I now saw to be the one called Lashidang, to the hospital. Others followed my example, and some of the adults regained consciousness and made their own way there.

At first, gossip was that a new and terrible epidemic had broken loose, and that perhaps we would be joining the ancestors that much sooner... not that we hadn't already, since many of those very same ancestors still walked the halls.

When NRDL finally emerged, he quieted our fears. The afflicted dwarves had all been previously free of the demonic taint which the rest of us bore, as evidenced by the blisters on our feet. The symptoms now were the same as had afflicted the fortress when the taint first appeared. There was nothing to fear.

Now that I thought about it, I had myself experienced the same symptoms when my own taint manifested. How silly I had been. Still... the children seemed to be affected more severely than the adults.

-----

### Aqueduct Redux

Meanwhile, my project was seeing some actual progress. In the schematics I discovered a third tunnel from the first cavern, as yet unused, and perfectly positioned to bring water down from the aquifer even further above. Care would need to be taken to avoid potentially unstoppable backflow, but I already had plans for mitigating the pressure. Even better, this third tunnel opened near the hospital, and so was perfectly positioned for filling up the dry wells and various showers and disease prevention mechanisms therein.

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### The Killer Strikes Again

On the 20th of Granite, a scream echoed through the halls.

**B mbul Adekiton Ghostly Swordsdwarf batters Tirist Igathkol Labourer!**

Tirist, a dwarf already frequently accosted and possessed by ghosts, was attacked by one, near the brewery and farms. The ghost literally ripped his lower arm off, and left it lying there in the hall. Blood had flown freely, and pooled all around the ghost, who now floated--no, stood--ominously in the hall, lost in some damned reverie. Tirist, surprisingly, did not go to the hospital. After most of the bleeding stopped, he simply got up, and went back to work.

No one in our records fits the description of this ghost. And since he is not particularly communicative, no one knows what name to memorialize, nor what body to bury. Even worse, the ghost himself appears... tainted. When one is not looking directly at him, shadows seem to bind his feet to the floor. His eyes burn. His skin--what can be seen, at least--looks cracked and burned. I've never seen a ghost so tormented. Or so deadly.

It was this ghost that rent Zulban's leg from him in Upper Deathgate. This ghost whose name cannot be found in any records. This ghost who now stands and waits... waits for what, I do not know, save that when it comes, death will not be far behind.

\* Assuming ten steps per "level".  
\*\* I believe this is the structure built by Alex the Destroyer. It seems to have been largely ignored following his turn.

Are the farms I built no longer working?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 03, 2012, 12:44:39 am**

They're functional. Just a bit cramped.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 03, 2012, 03:34:10 am**

I'm alive. That's weird.

And judging by your description of the ghost, the Slenderman's decided to crash the party.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 03, 2012, 07:01:51 am**

Quote from: NRDL on September 03, 2012, 03:34:10 am

I'm alive. That's weird.  
And judging by your description of the ghost, the Slenderman's decided to crash the party.

Honestly, that wouldn't surprise me.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **September 04, 2012, 04:35:36 am**

Huh... maybe Slendy should be modded in for Deathgate II... Every season/year he has a % chance of taking random dorf :P

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EmeraldWind** on **September 04, 2012, 07:10:05 pm**

Quote from: ZanVaelius on September 04, 2012, 04:35:36 am

Huh... maybe Slendy should be modded in for Deathgate II... Every season/year he has a % chance of taking random dorf :P

There isn't anything that visits forts that will do that. Perhaps once Toady adds the Stalker-type night creatures we'll see something.

Unless the Night Trolls can visit forts, then you might be able to accomplish the effect with a Night Troll Slendy.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 04, 2012, 07:19:43 pm**

Quote from: NRDL on September 03, 2012, 03:34:10 am

I'm alive. That's weird.  
And judging by your description of the ghost, the Slenderman's decided to crash the party.

Ugh, I already have nightmares about Slenderman, and now he's at Deathgate.

I'm kinda surprised trees popped up in the aqueduct I built though. I thought they won't grow if water was currently present. Easiest thing to do might be to simply pull the shutdown lever and drain it into hell. then floor over the straightaways (there are five of them, two right at the end, two U shaped bends, and the feed mechanism at the very top. I thought about doing that, but the dorfs refused to floor over something with stone in the way (>.<)). It would be faster than building a fourth aqueduct at this point.

Alternatively, dig a straight shaft of stairways from just below the lake, then pop a hole. In hindsight, that probably would have been easier than my way of aquaduct building., and had the advantage that you can get back into it relatively easily. If you want to remove the stairs a well placed cave-in should do the trick.

EIther way, its then just matter of digging a small passage connecting the aqueduct to the wells in in Lower Deathgate, with a pressure plate to make sure we don't flood ourselves in the process.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 05, 2012, 03:37:03 am**

Quote from: NCommander on September 04, 2012, 07:19:43 pm

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It had already been shutdown. That was the problem. There's already a dry aqueduct that's mostly intact, and I've nearly connected it to the aquifer. Well, it might have been an escape ramp... iono. There's already another ramp leading up to the intended New Front Gate, as well as stairs galore, so I'm just going to repurpose this one.

And yeah, my original plan was straight stairs, but there's not nearly enough water left in the third cavern, and getting to the first is going to require multiple switchbacks anyway to avoid the others. That or finding that one. Single. Square. That bypasses every cavern, if such a thing even exists. Ain't nobody got time for that.

Plus, cavern water is dangerous. The first is normally the safest of the three, but iirc all cavern layers are connected on this map, so forgotten beasts in the third can path in through the first.

-----

I was busy the last few days, but I should have time tomorrow for another update. And this time my perfectionism isn't going to get in the way. Hopefully.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 05, 2012, 09:42:27 pm**

Quote from: wlerin on September 05, 2012, 03:37:03 am

Quote from: NCommander on September 04, 2012, 07:19:43 pm

I'm kinda surprised trees popped up in the aqueduct I built though. I thought they won't grow if water was currently present. Easiest thing to do might be to simply pull the shutdown lever and drain it into hell. then floor over the straightaways (there are five of them, two right at the end, two U shaped bends, and the feed mechanism at the very top. I thought about doing that, but the dorfs refused to floor over something with stone in the way (>.<)). It would be faster than building a fourth aqueduct at this point.

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Plus, cavern water is dangerous. The first is normally the safest of the three, but iirc all cavern layers are connected on this map, so forgotten beasts in the third can path in through the first.

-----

I was busy the last few days, but I should have time tomorrow for another update. And this time my perfectionism isn't going to get in the way. Hopefully.

I find it hugely amusing that we have three aqueducts already running to lower Deathgate, and all three are officially dead. Given there isn't a lot of traffic between Upper Deathgate and Lower Deathgate, if we need a fifth one, it might not be a bad idea to wall off the central stairway, and dump the aquifer into it. The side ramps would still provide access to the surface and the stairs should take you right above the reservoir for the wells.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **wlerin** on **September 06, 2012, 01:27:59 am**

That's... that's not a bad idea. There's only two dead ones, though, unless a future overseer shuts this one down too. Well... unless the dead goblin memorial hall was used as an aqueduct too... that would explain the trees amidst all the magma.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **September 07, 2012, 07:05:04 pm**

Quote from: wlerin on September 06, 2012, 01:27:59 am

That's... that's not a bad idea. There's only two dead ones, though, unless a future overseer shuts this one down too. Well... unless the dead goblin memorial hall was used as an aqueduct too... that would explain the trees amidst all the magma.

I love how the goblin drops used by noodle0117 can be mistaken for a memorial hall.

I think the trees sprouted up when the obsidianizer malfunctioned and flooded part of the trap hallway.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **noodle0117** on **September 07, 2012, 08:05:53 pm**

Sorry, but I'm going to have to back out of this turn.  
University life has started for me and every day is hectic.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 07, 2012, 08:49:06 pm**

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

Sorry, but I'm going to have to back out of this turn.  
University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 08, 2012, 06:21:12 am**

Quote from: ThatAussieGuy on September 07, 2012, 08:49:06 pm

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

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University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Blade Master Model 42** on **September 08, 2012, 11:45:18 am**

Quote from: GentlemanRaptor on September 08, 2012, 06:21:12 am

Quote from: ThatAussieGuy on September 07, 2012, 08:49:06 pm

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

Sorry, but I'm going to have to back out of this turn.  
University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Well.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ZanVaelius** on **September 08, 2012, 01:13:59 pm**

Quote from: Blade Master Model 42 on September 08, 2012, 11:45:18 am

Quote from: GentlemanRaptor on September 08, 2012, 06:21:12 am

Quote from: ThatAussieGuy on September 07, 2012, 08:49:06 pm

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

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University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Well.

Quite.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **scaliper** on **September 08, 2012, 08:32:29 pm**



Quote from: ZanVaelius on September 08, 2012, 01:13:59 pm

Quote from: Blade Master Model 42 on September 08, 2012, 11:45:18 am

Quote from: GentlemanRaptor on September 08, 2012, 06:21:12 am

Quote from: ThatAussieGuy on September 07, 2012, 08:49:06 pm

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

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University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Well.

Quite.

I concur.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 08, 2012, 09:05:18 pm**

Well. I guess that means I don't need to keep as many dwarves alive. Go me.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 08, 2012, 09:27:16 pm**

Quote from: wlerin on September 08, 2012, 09:05:18 pm

Well. I guess that means I don't need to keep as many dwarves alive. Go me.

I'd prefer it if you did. I need labourers... For ***plans***

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 09, 2012, 02:31:42 am**

Spring is done (finally), nothing much has happened, though a few interesting possibilities for summer have presented themselves (hehehe).

And so far Slendy hasn't had any further outbursts.

I'll do a proper update tomorrow, and hopefully finish another season.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **September 09, 2012, 09:59:18 am**

Quote from: wlerin on September 09, 2012, 02:31:42 am

And so far Slendy hasn't had any further outbursts.

He's watching. Always watching. No eyes....

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 09, 2012, 09:52:24 pm**

what's the Slenderman ghost's name?

I'm wondering if it's possible he's on the list but under a different name, possibly because of Dwarf Therapist reassigning his name. Check by last name.

Or not; I understand the memorial UI is a huge pain in the rear.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **noodle0117** on **September 09, 2012, 11:20:04 pm**

Quote from: scaliper on September 08, 2012, 08:32:29 pm

Quote from: ZanVaelius on September 08, 2012, 01:13:59 pm

Quote from: Blade Master Model 42 on September 08, 2012, 11:45:18 am

Quote from: GentlemanRaptor on September 08, 2012, 06:21:12 am

Quote from: ThatAussieGuy on September 07, 2012, 08:49:06 pm

Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

Sorry, but I'm going to have to back out of this turn.  
University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Well.

Quite.

I concur.

Am I not understanding something here?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 09, 2012, 11:56:39 pm**

It's Aussie's turn after you. Hence the evil laughter.

The Mighty Auss Shall Rise Again!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 10, 2012, 04:19:28 am**

Quote from: noodle0117 on September 09, 2012, 11:20:04 pm

Quote from: scaliper on September 08, 2012, 08:32:29 pm

Quote from: ZanVaelius on September 08, 2012, 01:13:59 pm

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Quote from: noodle0117 on September 07, 2012, 08:05:53 pm

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University life has started for me and every day is hectic.

Hahah. **Ahahahahah. MUAHAHAHAHAHAHAHAHAHA**

Oh, **crap**.

Well.

Quite.

I concur.

Am I not understanding something here?

Quote from: NRDL on September 09, 2012, 11:56:39 pm

It's Aussie's turn after you. Hence the evil laughter.

The Mighty Auss Shall Rise Again!

This should answer your question (<http://www.youtube.com/watch?v=mUC1fkjzaV4>)

Title: **Re: Deathgate - GÃ¼tteredÃmmerung (Succession Game)**  
Post by: **wlerin** on **September 10, 2012, 07:57:21 am**

Quote from: kefkakrazy on September 09, 2012, 09:52:24 pm

what's the Slenderman ghost's name?

I'm wondering if it's possible he's on the list but under a different name, possibly because of Dwarf Therapist reassigning his name. Check by last name.

Or not; I understand the memorial UI is a huge pain in the rear.

He doesn't have a nickname. It's Bembul Adekiton (not sure about the first e). He doesn't show up in legends, but there are a lot of hidden historical figures, so that's not surprising. My guess is he was a caravan guard, tragically drowned when water was accidentally pumped into the trade depot.

I figure, if he kills one dwarf a season, we should have enough to survive till Anima's turn, and even beyond. So I won't runesmith him out. Yet. If he picks up the pace we might have to.

Also, in lieu of the promised update, the dwarves of Deathgate:

- Remaining Named Dwarves:**  
Spoiler (click to show/hide)  
NRDL, Axe Soldier  
Mitchewawa, Ex-Boss  
Scaliper II, SpearCARP  
ThatAussieDwarf, Uncivil Engineering Overlord  
AnimaRytak III (actually IV), Founder's Descendant  
Kenbo II, Weaponsmith  
Thaddeus, Axe Soldier, Saint of !!FUN!!  
Iggy McNatz III, Dedicated Hauler  
Ouroboros, Pleb  
Atomic Avocado, Head Avocado  
Krosan, Mark Duckheader  
NCommander, Crossbow Soldier  
The Mad Fool, Quack  
Velard, Pleb  
renegadelobster, Peasant  
Lashidang, Baby Demon

oh and

Irony II Fikodavuz, Scribe

---

**A Survey of Deathgate's Population,**  
*with a particular Eye to the Available Workforce*  
[39 dwarves: 32 adults, 7 children]

Spoiler (click to show/hide)

1. Kosoth Rigothvir, Mayor.  
Infected left shoulder. Feet blistered from demonic sickness (diagnosed in 776).  
Formerly wounded in left lower leg, left upper arm (compound fracture). Missing a tooth.  
Adequate Fighter (R), Legendary Miner  
Large family, all deceased.  
Female.

2. Zulban Dastotust, Deceased.~~Last Mechanic. Filling position of Broker.~~  
~~Resting in a bed on the far side of the arena. Unlikely to receive medical treatment at his current location.~~  
~~STARVING. DEHYDRATED. MISERABLE.~~  
~~Has lost entirety of right leg, and received severe damage to left leg, upper arms and upper body. Serious blistering of the muscle (wounds treated with demon blood???)~~  
~~Legendary Miner, Skilled Mason (V. R), Talented Cook (V. R), Adequate Mechanic (R), Skilled Pump Operator (R), Professional Appraiser.~~  
~~Female.~~

Quote from: Eldes

As far as the ghost situation goes, I put down 17 of them, but some of the worst aren't even on the list. There's a violent ghost last seen in the upper-level hospital, **who ripped the leg off a miner**. I think he's still alive, but he was faint when I saw him.

3. "NRDL" Oltarstukon, Triage Doctor  
Feet blistered.  
Novice Axedwarf (R), Legendary Miner, Competent Engraver, Great Wound Dresser (R), Great Suturer (R), Talented Pump Operator  
No relationships of note.  
Female.

4. Dumed Orsharonul, Stoneshaper  
Slayer of Onul Depthocean the God-forsaken Mirrors, a forgotten beast, in 767  
Feet blistered.  
Legendary Miner, Skilled Engraver, Great Mason; Competent Glassmaker (R)  
No relationships of note.

Female.

5. "Mitchewawa" Ustuthfash, Ex-Boss  
In hospital, probably suffering first stage of demon sickness.  
Legendary Carpenter, no other important skills.  
No relationships of note.  
Male.

6. "Scaliper II" Mebzuthudar, SpearCARP  
Feet blistered.  
Skilled Fighter, Adequate Speardwarf (R), Proficient Swimmer, Skilled Carpenter (V. R).  
Married to Logem Kezatushat (deceased).  
Male.

7. Morul Udariden, Stoneshaper  
Blistered Feet. Scars on left hand, left upper leg, feet.  
Legendary Engraver, Professional Miner, Proficient Pump Operator. Seems to have forsaken his HammerCARP training.  
No relationships of note.  
Male.

8. Kib Avalmonom, Stoneshaper  
~~No sign of demon sickness.~~In hospital, probably suffering first stage of demon sickness.  
Professional Engraver, Competent Mason (R)  
~~Clothing about to rot off.~~  
Member of the Ustuthetest-Avalmonom family (see Appendix I).  
Male.

9. Thikut Logemastel, Mason  
**Full body blistering.** -- bears further observation.  
Adequate Axedwarf (R), Adequate Fighter (R), Adequate Dodger (R); Skilled Miner (VR), Legendary Mason, Adequate Student (R), Adequate Concentration (R)  
No relationships of note.  
Inexhaustible.  
Female.

10. Adil Ustethetest, Stoneshaper  
~~No sign of infection.~~[Probably in the hospital now, though I need to verify that.]  
~~Still clothed, barely.~~  
Legendary Mason.  
Member of the Ustuthetest-Avalmonom family (see Appendix I).  
Carrying Sodel Febmidor.  
Female.

11. "ThatAussieDwarf" Gikuturdim, Uncivil Engineering Overlord  
Feet blistered.  
Talented Engraver, Competent Carpenter (R), Expert Animal Trainer (VR), Adequate Butcher (R), Skilled Consoler (VR)  
No relationships of note.  
Male.

12. Risen Amostothlest Nokortustem, Marksdwarf  
Five goblin kills, all in 777  
~~No signs of infection.~~In hospital, probably suffering first stage of demon sickness.  
Professional Marksdwarf, Professional Archer, Novice Dodger (R), Adequate Trapper (R)  
Wife of ?zum Lunkubuk (deceased), Mother of Sarvesh Urdimaben.  
Female.

13. Mebzuth Asizinod, Labourer  
~~No signs of infection.~~In hospital, probably suffering first stage of demon sickness. [Probably.]  
Competent Metalsmith (R), Competent Tanner, Competent Mason (R)  
No relationships of note.  
Male.

14. "AnimaRytak III" Likotmeng, Founder's Descendant  
Feet blistered. Demon Sickness (776)  
Professional Brewer (R), Legendary Weaponsmith  
Husband of Ber Ostarsazir, Hammerdwarf (deceased). Father of Inod Zeskeskal (deceased) and Iden Solonigath (vanished)  
Male.

15. "Kenbo II" Iklistzasit, Weaponsmith  
Feet blistered. Demon Sickness (777)  
Proficient Weaponsmith (VR)  
No relationships of note.  
Male.

16. Dastot Lisidlitast, Marksdwarf  
~~No sign of infection.~~[Probably in the hospital, or soon will be.]  
Great Marksdwarf, Great Archer, Adequate Dodger (R), Skilled Bone Carver (VR), Proficient Swimmer (VR)  
Owns a pet cat.  
Male.

17. "Thaddeus" Olinniles, Sldr: Axe, Saint of ! ! FUN ! !  
Feet blistered. Many old wounds on upper body, left upper arm, hands. Nerve damage, torn arteries. Left hand is infected.  
Unfit for military service.  
Grand Master Stone Crafter, Competent Military Tactics (R). No other skills of note.  
No relationships of note.  
Male.

18. "Iggy McNatz III" Amostulab, Dedicated Hauler  
~~No sign of infection.~~ [Recently collapsed, in or soon to be in the hospital.]  
Legendary Stone Crafter.  
Son of Nish Keskallek, Axedwarf (deceased).  
Female.

19. Tulon Litastadil, Strand Extractor  
Feet blistered. Demon sickness (777).  
Competent Engraver (R), Talented Strand Extractor, Novice Mechanic  
No relationships of note.  
Male.

20. "Ouroboros" Moruliton, Cook, Manager  
Needs an office. (?)  
Feet blistered.



Legendary Cook, Adequate Organizer (R)  
No relationships of note.  
Male.

21. "Atomic Avocado" Oddomthortith, Head Avocado  
Feet blistered. Left hand and right upper leg were burned at some point.  
Legendary Grower, Proficient Armorsmith, Legendary Stone Crafter.  
No relationships of note.  
Male.

22. "Krosan" Zanegrinul Am Bobrur, Marksdwarf  
Ten goblin kills, 1 in 774, 8 in 777, 1 in 778  
~~No signs of infection.~~[either already is, or soon will be in the hospital. I believe he collapsed near the end of spring.]  
Master Marksdwarf, Master Archer.  
No relationships of note.  
Male.

23. Monom Emalrimtar, Farmer  
Feet blistered.  
Great Marksdwarf, Great Archer, Expert Tanner, Adept Grower, Skilled Diagnostician (VR)  
No relationships of note.  
Female.

24. "NCommander" Matulcog Italalnis Gesis, Marksdwarf  
Five goblins in 777  
Feet blistered. Old damage to left upper arm, no apparent lasting effects.  
Great Marksdwarf, Competent Fighter (R), Great Archer, Legendary Siege Operator  
No relationships of note.  
Female.

25. "The Mad Fool" Ulabshorast, Quack  
Killed St?kud Hoodtool the dwarf in 773  
Feet blistered.  
Talented Wound Dresser (R), Professional Diagnostician, Dabbling Surgeon, Dabbling Bone Doctor, Novice Suturer (R)  
No relationships of note.  
Female.

26. "Velard" Cerolnosing, Labourer  
Feet blistered. Demon sickness (776).  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
Male.

27. "renegadelobster" Zugobrakust, Peasant  
Son of Asmel Nishshoveth, Recruit (deceased) and Reg Stuledem (deceased). Brother of Ustuth Nishes (ghost)  
Feet blistered.  
Female.

28. Kol Kalantulon, Peasant  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
Feet blistered. Demon sickness (777).  
Female.

29. Logem Morularros, Peasant  
Member of the Avuzisul-Zefonunal family (see Appendix I).  
Feet blistered.  
Male.

30. Kogan "Irony II" Fikodavuz, Scribe, Record Keeper  
Daughter of Shem Egenasob (ghostly swordsdwarf) and Kubuk Onoldarud (AxeCARP, deceased). Younger sister of Goden Adilthum (deceased).  
Feet blistered.  
Female.

31. Tirist Igathkol, Peasant  
Member of the Avuzisul-Zefonunal family (see Appendix I).  
Feet blistered (demon sickness, 771). Missing part of an arm, but does not seem overly distraught.  
Legendary Wood Crafter  
Male.

[I count eight adults above who had no signs of demon sickness at the start of my turn. Most of them are already in the hospital, those who aren't.... will be soon enough. Most of them still had clothes hanging to them in tatters, so my guess is that their boots have finally rotted off. If I could be bothered to check, they are probably all from the same immigrant wave.

I have at least 4 dwarves dedicated to caring for the sick (and even that may not be enough), so we have between 16 and 20 workers available, depending on what the marksdwarves are doing that particular month. Hopefully we don't lose anyone to this epidemic. Mind you, the sickness itself doesn't seem to be dangerous, at least to adults, but getting them food and drink in a timely manner has proven difficult. Oh wait, make that nine adults. One of the newly minted adult dwarves was already lying in the hospital when she came of age.]

***Children of Deathgate:***  
Spoiler (click to show/hide)  
Shorast Amnekoltar, Child  
Member of the Ustuthetest-Avalmonom family (see Appendix I).  
Sodel Febmidor, Baby  
Member of the Ustuthetest-Avalmonom family (see Appendix I).  
Sarvesh Udimaban, Child  
Son of Risen Amostothlest Nokortustem and ?zum Lunkubuk (deceased)  
Ushrir Ardesrisen, Child  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
Kulet Cogemgash, Child  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
Mosus Zefonrodim, Child  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
"Lashidang" Orrunerith, Demon Child  
Member of the Admebzuth-Lokumestun family (see Appendix I).  
Legendary Bone Carver  
Degel Monangzon, Child  
Member of the Avuzisul-Zefonunal family (see Appendix I).

[Two of these children entered their twelfth year this spring, though I forget which two. I'll fix this when I make a proper spring update, as well as adding information on their health.]

Appendix I: Major Families of Deathgate

Spoiler (click to show/hide)

The Admebzuth-Lokumestun Family

6 living members, 10 total recorded members.

Amost Admebzuth, brewer (mother, ghost) + Cerol Lokumestun, weaponsmith (father, deceased)

"Velard" Cerolnosing, Labourer, Eldest Son

{Dastot Ossekiden, deceased child, eldest daughter}

{?nul Abanadas, deceased child, second eldest son}

Kol Kalantulon, Peasant, Second Eldest Daughter

Ushrir Ardesrisen, Child, Third Eldest Son

Kulet Cogemgash, Child, Youngest Son

Mosus Zefonrodim, Child, Third Eldest Daughter

"Lashidang" Orrunerith, Demon Child, Youngest Daughter

The Avuzisul-Zefonunal Family

3 living members, 6 total recorded members

"Alex the Red" Avuzisul, Plague Surgeon (mother, deceased) + Ingish Zefonunal, Fish Dissector (father, deceased)

{Obok Uzollilar, Child, Eldest Son (deceased)}

Logem Morularros, Peasant, 2nd Eldest Son

Tirist Igathkol, Peasant, Youngest Son

Degel Monangzon, Child, Only Daughter

The Ustuthetest-Avalmonom Family

4 living members, 5 total recorded members

Adil Ustuthetest, Mason + Kib Avalmonom, Decorator

{Asmel Kulinmosus, Child, Eldest Daughter (deceased)}

Shorast Amnekoltar, Child, Youngest Daughter

Sodel Febmidor, Baby, Only Son

Appendix II: Mayors of Deathgate

Spoiler (click to show/hide)

751 - 753 AnimaRytak, Founder (27 months) (deposed)

753 [unknown] (6 months)

753 - 754 Kol Kolzaneg, Hunter (6 months) (retired)

754 - 755 Kol Osirinod (12 months) (replaced)

755 - 756 Ducim Matulcog (20 months) (goblin arrow)

756 - 757 AnimaRytak, Founder (4 months) (insanity)

757 - 759 Dariush (21 months) (deposed)

759 - 760 AnimaRytak II Thadinod Ibeshkubuk Gidthur, Overlord (18 months) (demon)

{Hell is opened. Valiant dwarves take their stand against the demonic onslaught. And are... successful?}

760 - 764 Zulban "Derm" Itontat (51 months) (deposed)

764 - 765 The Prophet, Herald of Armok (18 months) (suicide)

{Temple to Armok Constructed. The Prophet inaugurates the sacrificial shaft with his own body.}

766 - 770 Zulban "Derm" Itontat (55 months) (demon)

770 Dariush (less than one month) (chasm)

770 - 771 Rovod Bistokfeb (10 months) (demon)

771 - ? Kosoth Rigothvir (96+ months)

{The current mayor of Deathgate.}

Title: Re: Deathgate - GÃ¶tterdammerung (Succession Game)

Post by: ThatAussieGuy on September 10, 2012, 08:46:30 am

How's that aqueduct project going?

Title: Re: Deathgate - GÃ¶tterdammerung (Succession Game)

Post by: wlerin on September 10, 2012, 08:51:43 am

The mining is nearly complete, and I'm about halfway done with paving any open spaces on the route, so we shouldn't have any tree problems. Setting up a pressure-lock with floodgates and potentially pumps will take some more time. [Granted, the way it's designed right now, I don't actually need a pressure-lock, there are staggered walls on the bottom level that will reset pressure. I want a little more control over it, though. Plus there's the issue of getting the waterworks in the hospital to function, which may be out of my league, at least if I am to finish this in a reasonable amount of time.]

I might try to bring power from the BATTERY down to lower deathgate. Might. Gonna have to look at how feasible that is given what time I have left.

edit: Oh yeah, and there's a cute little FB hanging out by the entrance to the Areltulon (NCommander's aqueduct).

Title: Re: Deathgate - GÃ¶tterdammerung (Succession Game)

Post by: ZanVaelius on September 11, 2012, 05:22:17 am

Quote from: wlerin on September 10, 2012, 08:51:43 am

edit: Oh yeah, and there's a cute little FB hanging out by the entrance to the Areltulon (NCommander's aqueduct).

That must be Fluffy. It's his favourite napping spot.

Title: Re: Deathgate - GÃ¶tterdammerung (Succession Game)

Post by: NCommander on September 11, 2012, 07:00:28 am

Quote from: ZanVaelius on September 11, 2012, 05:22:17 am

Quote from: wlerin on September 10, 2012, 08:51:43 am

edit: Oh yeah, and there's a cute little FB hanging out by the entrance to the Areltulon (NCommander's aqueduct).

That must be Fluffy. It's his favourite napping spot.

I tried to lure him down into hell so he could play with his friends, but he won't move :-/

Quote

9. Thikut Logemastel, Mason  
Full body blistering. -- bears further observation.  
Adequate Axedwarf (R), Adequate Fighter (R), Adequate Dodger (R); Skilled Miner (VR), Legendary Mason, Adequate Student (R), Adequate Concentration (R)  
No relationships of note.

Inexhaustible.  
Female.

That was the mason I melted (with steam) when I drained part of the magma sea into hell.

EDIT: Here's the relevant post from my update: <http://www.bay12forums.com/smf/index.php?topic=84451.msg3353379#msg3353379>

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 11, 2012, 12:42:13 pm**

Ah. So it's not a new and heretofore unseen complication of the demon sickness. Good to know.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 11, 2012, 03:56:16 pm**

Most of the other full-body-blister patients died of injuries already. You can also get full-body blisters by being in the blast radius of the poison mist attacks from monsters like the monkey brutes, and most of the dwarves who got that probably died shortly thereafter in the ensuing "oops I let demons into the hellbunker" episode from my turn.

Krosan I had full body blisters, for example. He was an axedwarf and I believe he either died of injuries or got torn apart in the second incursion.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 13, 2012, 04:36:30 am**

Quote from: wlerin on September 11, 2012, 12:42:13 pm  
Ah. So it's not a new and heretofore unseen complication of the demon sickness. Good to know.

Nope, it was just an unforeseen consequence of making obsidian in hell (which is still there AFAIK).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eoganachta** on **September 14, 2012, 02:42:01 am**

Wow.

I'm sure that I set up an aqueduct on my turn, or finished one at least. The one that goes down past a few stockpiles above the Lower Deathgate industry and then winds around the residential area and feeds the wells there? What happened to that! Why would someone break a working aqueduct!  
Gods, this Fort is going to Hell!  
Also, could I be redorfed? I have no idea when or where in Hell I died. But given the recent rate of deaths I guess it could have happened whenever.

EDIT: Oh, now I see that the lake it was drawing from has been emptied... And my precious aqueduct is now a farm! And the blood splatter where one of me died is still there. Wow, the memories! And the quarters I had built are not being used.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 14, 2012, 04:54:29 am**

Most of the water in Abyssal Deathgate's wells was probably funneled in through your aqueduct. Unfortunately, as you've noticed, that lake is now dry, and the aqueduct is clogged with trees.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 14, 2012, 05:01:39 am**

Quote from: wlerin on September 14, 2012, 04:54:29 am  
Most of the water in Abyssal Deathgate's wells was probably funneled in through your aqueduct. Unfortunately, as you've noticed, that lake is now dry, and the aqueduct is clogged with trees.

Does anyone else beside me find it amusing that we successfully invaded hell, drove the dwarfs to extinction, more or less offed the goblins, created marines, built overengineered power devices (which were virtually unused), and yet none of us can build a proper aqueduct to save our lives?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 14, 2012, 06:11:00 am**

Well, my experience so far with Aqueduct Attempt x 3 suggests that this failure is primarily because it takes longer than a year to build a proper one. Unless that's \*all\* you do.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eoganachta** on **September 14, 2012, 06:35:01 am**

Quote from: NCommander on September 14, 2012, 05:01:39 am  
Quote from: wlerin on September 14, 2012, 04:54:29 am  
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Does anyone else beside me find it amusing that we successfully invaded hell, drove the dwarfs to extinction, more or less offed the goblins, created marines, built overengineered power devices (which were virtually unused), and yet none of us can build a proper aqueduct to save our lives?

Really are we surprised?

Upper Deathgate supported 50-80 dwarves. Lower Deathgate could easily support twice that, and the Hell Bunker could support about 50 if furbished. In total we're left with <40 dwarves in a fort that has the capacity to hold ~250 dwarves but we lack the infrastructure to support even our current population for much longer. To get just Lower Deathgate functioning as intended will be very difficult with just a skeleton crew, especially with syndromes and ghosts performing open heart surgery in the dining room.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ZanVaelius** on **September 14, 2012, 11:40:03 am**

Quote from: Eoganachta on September 14, 2012, 06:35:01 am  
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While I'm by no means expert on things Dwarven, I would suggest immediately abandoning the lower parts of the fort and moving to the upper parts which can support all our dwarves and I believe are safer.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **September 14, 2012, 12:42:24 pm**

Quote from: ZanVaelius on September 14, 2012, 11:40:03 am

While I'm by no means expert on things Dwarven, I would suggest immediately abandoning the lower parts of the fort and moving to the upper parts which can support all our dwarves and I believe are safer.

\*headdesk\*

After all that work I did to seal off the upper levels and get this place to a barely-workable FPS, you want to go *back*?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 14, 2012, 01:17:57 pm**

Quote from: ZanVaelius on September 14, 2012, 11:40:03 am

While I'm by no means expert on things Dwarven, I would suggest immediately abandoning the lower parts of the fort and moving to the upper parts which can support all our dwarves and I believe are safer.

They aren't particularly safer, and upper deathgate is almost completely denuded of supplies.  
Spoiler (click to show/hide)  
Also please realize some of the "problems" I've mentioned in my updates were exaggerated for dramatic effect. There's just a couple of things missing, and moving back into the sprawling mess that is upper deathgate won't solve that.

That said, I \*may\* have just reopened the front gate. The trolls haven't made a move yet.

Into autumn now. I've been keeping notes, but don't have time to put together a proper update yet.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 14, 2012, 08:27:11 pm**

Quote from: wlerin on September 14, 2012, 01:17:57 pm

That said, I \*may\* have just reopened the front gate. The trolls haven't made a move yet.

May have? Just hope the trolls don't do anything stupid. If they can find their way around Upper Deathgate at all, it'll be a miracle.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 14, 2012, 10:51:21 pm**

Is upper deathgate actually sealed from lower deathgate and if so, how is it?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 15, 2012, 03:04:54 am**

It's... complicated. I found a few places where the passageways had not been fully blocked off, but for the most part Eldes managed to seal off Upper Deathgate during his turn. (At least I think it was Eldes.) I've knocked down a few walls to regain access, but at this point trying to traverse from the farms to the gate is pretty much trying to find ones way through a labyrinth. Most of the dwarves are heading through a breached wall into the BATTEREY ruins, up to the upper level of the batterey, up some random ramps that someone placed there, that lead to a twisting double spiral staircase up to the main level. There does seem to be another way, since dwarves randomly pop up out of other corridors, but I haven't found it.

As for the trolls, I've been watching them and so far they haven't even attempted to climb the ramp, let alone brave the Bridge of Death. Traders made it in fine, killing a troll in the process. (Human ones though... I didn't have a system in place to kill them, and the whole point of opening the gate was to, hopefully, obtain gypsum from the dwarven caravan, if one comes, so I can't just lock them in to starve.)

Got the marksdwarves on alert, just in case, though it would have been nice if the ammo stockpiles hadn't been cleared out.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 15, 2012, 03:23:18 am**

Quote from: wlerin on September 15, 2012, 03:04:54 am

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Got the marksdwarves on alert, just in case, though it would have been nice if the ammo stockpiles hadn't been cleared out.

Hrm, two possibilities:

1. We broke pathfinding (which isn't completely suprising. Failcannon's best defense system was that forgotten beasts couldn't actually path into the fort)
  2. Leader might be dead/in a cage which is a longstanding 31 series bug (semi-fixed in 34) where they just won't leave but won't move.
- I'm downloading 31.25 to see if I can remember how the stairways attach. I think I do remember, but its been so long I rather not guess.

EDIT: Yeah, wow, I forgot how much fun Upper Deathgate is.

Right, so here's a brief explanation on how everything attaches. There is in effect four pathways from top to bottom. There's the central stairwell, one ramps, a smaller staircase, and noodle's demon exterminator which is pretty much unpassable (but relevant).

The central stairs (aka the 3x3 ones) run along all three cavern layers until they come up into the coffin hall in Upper Deathgate. Two doors (forbidden in Eldes save) connect that to UDG proper. Going all the way up, there is direct access to the farms (walls marked for construction), and a hallway that leads to one side of the spiral staircase (no walls marked for construction)

The ramps stairs by the workshops in lower Deathgate before winding its way to form the mouth of our logo. In the logo, we have five stairways. Two lead to an ledge over open space, one is part of the demon exterminator and is blocked off by both trees and magma, and the final one leads to the BATTERERY'S drive train. That one has been walled off. There is a 3x1 upstairs at the bottom that connect to a small hallway (we'll come back to this in a moment). So three down, one to go.

The final one is a 3x1 staircase which is pretty much a straight shot. It connects from the center of Lower Deathgate into that hallway we mentioned earlier.

From this hallway, we have two paths. One is a single tile stairwell leading right up to a small room off the entrance intersection. None of its doors are forbidden thus its an open path (probably this is where your leak is).

The other one is a 3x1 staircase with an exit just below the farming level, and under a set of hatchways off the central intersection.

In short, to seal up Upper Deathgate, you merely need to forbid the hatches south of the 4 way intersection, follow that staircase down to its connection to the farms, forbid those doorways, then find the 1x1 staircase (if you find the 3x1 I'm referring to from the top, look for an up/down staircase running by itself), and forbid the doors in that room.

Since your coming out the BATTERERY ruins, I'm guessing you popped a hole in the logo staircase.

EDIT 2: Second note, that 1x1 staircase has another staircase near by that goes up and leads to a hallway that may allow access. I think the door is already forbidden.

EDIT 3: Left out a second detail about that 3x3 staircase which I amended. I think that's all the access routes.

EDIT 4: Decided to look at our military, and almost of them have positive stats (agile/incredibly agile/etc, and some menthoning strength). Looking like the year of pump operator + swimming really did buff them to hell (since Eldes left most of them as pump operators).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 15, 2012, 05:02:26 am**

Well... the military is alright... Thaddeus has nerve damage though, and that leaves basically just Scaliper as a trained melee dwarf, plus the five marksdwarves. Other potential recruits may have nice stats, but they've no skill.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **scaliper** on **September 15, 2012, 06:48:13 pm**

Quote from: wlerin on September 15, 2012, 05:02:26 am

Well... the military is alright... Thaddeus has nerve damage though, and that leaves basically just Scaliper as a trained melee dwarf, plus the five marksdwarves. Other potential recruits may have nice stats, but they've no skill.

...Wait...I'm still alive? Good heavens. I thought I died a few turns ago.

/me opens booze  
Cheers, y'all!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eoganachta** on **September 15, 2012, 07:19:20 pm**

Quote from: wlerin on September 15, 2012, 03:04:54 am

Most of the dwarves are heading through a breached wall into the BATTEREY ruins, up to the upper level of the batterey, up some random ramps that someone placed there, that lead to a twisting double spiral staircase up to the main level. There does seem to be another way, since dwarves randomly pop up out of other corridors, but I haven't found it.

So the dwarves of Deathgate have discovered quantum tunnelling?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 15, 2012, 07:22:16 pm**

Quote from: scaliper on September 15, 2012, 06:48:13 pm

Quote from: wlerin on September 15, 2012, 05:02:26 am

Well... the military is alright... Thaddeus has nerve damage though, and that leaves basically just Scaliper as a trained melee dwarf, plus the five marksdwarves. Other potential recruits may have nice stats, but they've no skill.

...Wait...I'm still alive? Good heavens. I thought I died a few turns ago.

/me opens booze  
Cheers, y'all!

Well...

Quote

6. "Scaliper II" Mebzuthudar, SpearCARP

Not quite "still alive"...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 15, 2012, 11:53:35 pm**

Quote from: wlerin on September 15, 2012, 07:22:16 pm

Quote from: scaliper on September 15, 2012, 06:48:13 pm

Quote from: wlerin on September 15, 2012, 05:02:26 am

Well... the military is alright... Thaddeus has nerve damage though, and that leaves basically just Scaliper as a trained melee dwarf, plus the five marksdwarves. Other potential recruits may have nice stats, but they've no skill.

Could be worse. At least we have a military. Wonder if they've been hardened to death yet.

Quote

6. "Scaliper II" Mebzuthudar, SpearCARP

Not quite "still alive"...

"We can rebuild him. We have the technology."

Mentally, when a dorf bites it and is redorfed, I like to picture Mad Fool taking the old dwarf's brain, and sticking it into a (perhaps unwilling and/or still living) test subject.

(coincidentally, he is one of the oldest named dwarfs, I think he's been around since nearly the beginning of Deathgate).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 15, 2012, 11:56:55 pm**

I think you over-quoted there, NCommander.

I'm surprised the Mad Fool's still allowed anywhere NEAR a hospital without the patients trying to beat him to death with their crutches.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 16, 2012, 07:28:35 am**

Quote from: ThatAussieGuy on September 15, 2012, 11:56:55 pm

I think you over-quoted there, NCommander.

I'm surprised the Mad Fool's still allowed anywhere NEAR a hospital without the patients trying to beat him to death with their crutches.

Oops, post fixed. Thanks.

What I don't get is we have hell open. Shouldn't our dead dwarfs simply respawn somewhere near the bunker? :-)

As for why the Mad Fool is allowed, well, how many docs (if you can call him that) are willing to poke demon extract with a stick? He's the only reason our hospital doesn't have a 100% fatality rate. I do strongly suspect though that Deathgate's healthcare system has claimed more lives than the demons ever did ...

(on a completely unrelated note, I noticed in most forts that hosiptals are either really awesome, or really suck. Then again, I've managed to level one doctor into legendary into almost all his skills ...)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **September 17, 2012, 01:49:09 am**

Deathgate never ceases to make me proud.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 19, 2012, 11:55:30 am**

Quote from: AnimaRytak on September 17, 2012, 01:49:09 am

Deathgate never ceases to make me proud.

The fort's not dead till I've had my turn! I'LL UNLEASH MADNESS AND MECHANICAL WONDERS UPON ITS HALLS!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 19, 2012, 06:26:47 pm**

I had some free time today, so I sat and updated our TVTropes, including one just for our aqueduct fun.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 19, 2012, 07:07:37 pm**

Quote from: NCommander on September 19, 2012, 06:26:47 pm

I had some free time today, so I sat and updated our TVTropes, including one just for our aqueduct fun.

Do It Yourself Plumbing Project? Heh, yeah. Totally fits. Anyone else giving the trope page some love?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 21, 2012, 10:02:43 pm**

Deathgate? ON PAGE TWO?

This... Shall... Not... BE!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **September 21, 2012, 10:19:12 pm**

Quote from: NCommander on September 15, 2012, 11:53:35 pm

(coincidentally, he is one of the oldest named dwarfs, I think he's been around since nearly the beginning of Deathgate).

MWAHAHAHAHAHAHA! I am IMMORTAL!!!!

Ohhh, demon extract. I must get my poking stick, yessssss....

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 03:02:43 pm**

[Sorry for the lack of updates. I've finally got some time today so I'll finish up the year and post it tonight.]

----

[Oh look, here it is. More to come. I just thought this was a good place to break the narrative.]

Excerpts from the Journal of Irony II Fikodavuz  
Deathgate, Last Stronghold of the Basement of Murders  
Year 779

### Part 3: The Widening Gyre

#### 24 Granite

Another dwarf, this time Mitchewawa, our head carpenter, has taken to bed complaining of dizziness. That makes 8 adults in the hospital, and more children, as well as one dwarf who *should* be in the hospital but continues to work sans arm. Myself and 3 others have been tasked to assist the Mad Fool and his assistant NRDL to prevent any more dwarves dying of neglect the way Zulban did. The mayor has reluctantly allowed me to delay my aqueduct project until this crisis has passed.

**1 Slate** *[The ink on this page is oddly smeared, as though splattered with a colourless liquid long after it had dried.]*  
Doren Erithiden has entered adulthood. I immediately added him to the hospital crew, to allow me to attend to my other duties as mayor's assistant. He is a fine example of Deathgate's youth, despite the trauma of his childhood, and I foresee a bright future for him.

#### 5 Slate

The crafters have been requesting additional storerooms. After consulting with a recovering Mitchewawa and several of the masons, I have set the miners to excavating a new storeroom beneath the craft halls.



16 Slate

Despite the loss of his arm, Tirist has distinguished himself in numerous labours throughout the fort, most recently acquiring a proficiency in carpentry. His determination is an inspiration to me, and I hope to others as well. We gravely require such inspiration in these trying times.

27 Slate

I... I've dreaded this day for years. I knew it would happen. But I tried to forget. Busied myself with activities, with helping the mayor, feeding the wounded, caring for the geese. But today she was here. In my office.

My mother.

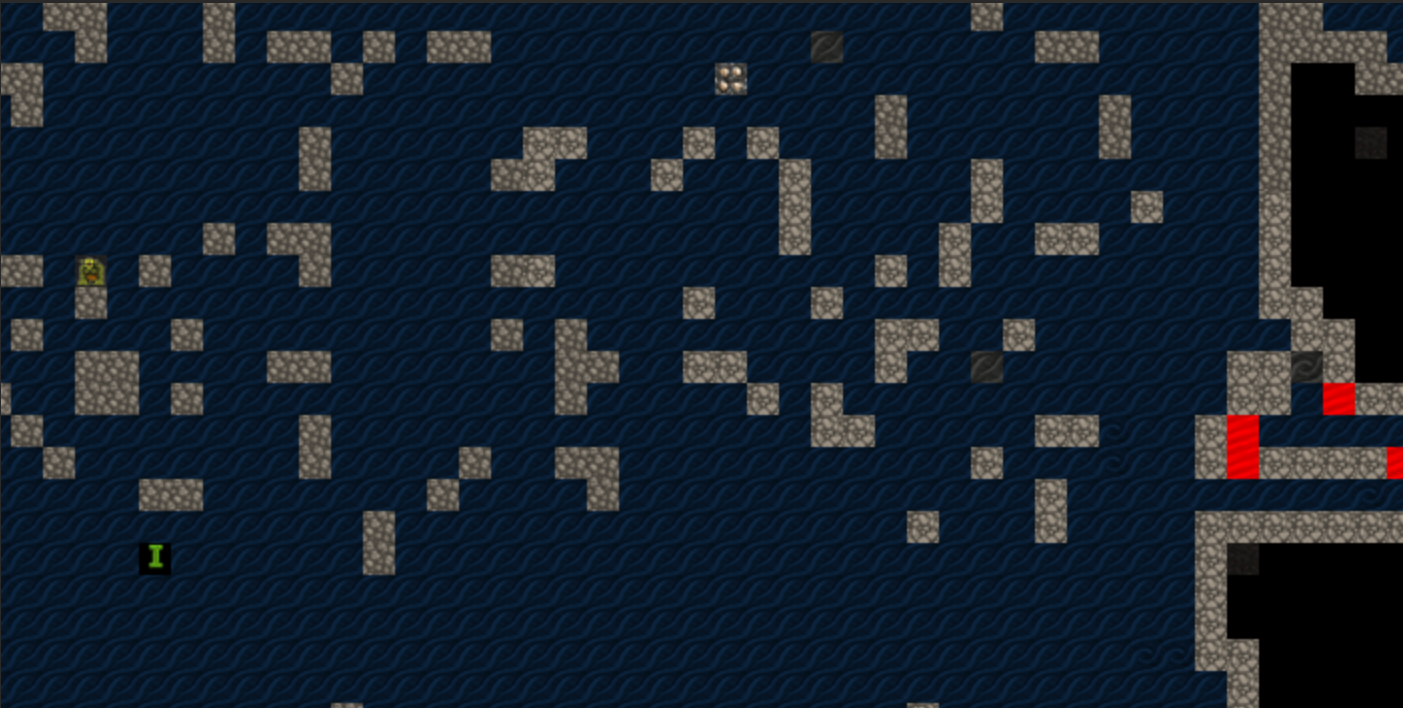
My dead mother.

I couldn't do anything, couldn't say anything, only sit there, shivering, as a form I only dimly remembered half walked, half floated through the room, rustling papers, eyes never leaving mine. Finally she came to rest/stand at my desk. Her mouth moved but no sound came out. She frowned and tried to speak again. Nothing, at least nothing my mortal ears could hear. She continued to stand there I know not how long, then finally turned and left. As she left, I noticed that a strange dark shadow seemed to hover about her feet, just like that afflicting the nameless ghost, but she was not nearly so tormented as he. Of that I am glad. My heart could not have borne more.

I know I will see her again. Strangely, I no longer fear it.

7 Felsite

As a temporary solution to our water problem, one of the older aqueducts has been partially opened to allow water from the highest cavern to slowly trickle down to our level. It does not yet go anywhere from there, but it is at least available should there be an emergency. Some dwarves report seeing movement in the cavern lake near the water intake. Hopefully whatever it is doesn't decide to investigate.



13 Felsite

I took some time today to walk the halls of upper and middle Deathgate. A great many places are walled off or inaccessible, or locked, but I should be able to accomplish what the mayor requested. Curiously, I heard the noise of a cat and geese fighting while passing the old BATTERY, but could not locate its source. The old fort is quite the maze.

At the urgings of ThatAussieDwarf, I ordered the old BATTERY dismantled. It serves no purpose in its current state, and the wood and mechanisms will be useful in the construction of the new BATTERY, as well as the axles needed to utilize its power.

Speaking of the new BATTERY, I've given TAD what labour we can spare to continue work on its construction, though it is a tedious and time consuming task, and I suspect I will need that labour on the aqueduct soon enough.

26 Felsite

I am informed that Mosus Zefonrodin, one of the children in the hospital recovering from demon plague, has entered his twelfth year. One more hand will be extremely welcome around the fortress, once he recovers.

Summer is almost upon us, and with the hospital situation under control, the diagrams drawn, and the fortress surveyed, I am ready to begin the mayor's aqueduct project.

27 Felsite

Mother visited again.

SUMMER 779

17 Hematite

Work on the aqueduct is going smoothly. Old overseers' notes revealed an existing passageway leading from the high cavern to an empty room below the hospital, which should be sufficient for the purpose. I've ordered it extended, and all flat areas paved to prevent it from being overgrown the way the previous aqueducts were.

21 Hematite

Tragedy! The ghost has struck again! This time he has mauled young Doren. I'm going to go see him. I may write more later.

→Bambul Adekiron Ghostly Swords dwarf batters Doren Erithiden Survivor! Doren Erithiden Survivor cancels Make Ash: Resting injury Announcement Date: 21st Hematite 779

23 Hematite

The ghost's attacks are becoming more serious. First he tore off Zulban's leg, then Tirist's arm, now he's come dangerously close to piercing Doren's lung.

Doren Erithiden has been ecstatic lately. He was rescued recently. He has been attacked by the dead lately. He gave somebody food lately. He dined in a legendary dining room recently. He had a nice bath recently. He slept in a good bedroom recently. He has been tired lately. He admired a fine Door lately. He admired a completely sublime tastefully arranged Statue lately. He has been satisfied at work lately. He was able to rest and recuperate lately. He is the son of Goden Guildweakened and Ezum Tomecrypts. He is a worshipper of Mistem Pillarlute. a worshipper of Mistem Pillarlute and a worshipper of Mistem Pillarlute. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath. He is twelve years old, born on the 1st of Malachite in the year 767. His left foot is blistered. His right foot is blistered. His upper body is cut open. His right floating rib is broken.

Despite the tragedy, there is some good news. Most of the children have recovered from the demon plague, and the number of hospital

patients is now down to five--Doren, as well as Krosan and Mitchewawa, and Risen and Ashrir. The last four all have begun blistering on their feet, so they should be up and about again soon. This means I can finally leave healthcare duty to the doctor and his assistants, and free up labour for the aqueduct project.

And one other thing that came up with Doren's injury. There is no plaster available, nor any gypsum from which to make it. If we cannot exorcise this spirit of rage, then we \*need\* gypsum to care for those he wounds. Lookouts on the temple have seen no sign of goblins for the past month, so we are going to risk opening the fortress to the outside world come autumn, in the hopes that maybe, just maybe, some dwarves from the outer lands will remember us and bring a caravan to the last mountainhome.

17 Malachite

It took knocking down several walls and convincing NCommander to give up the keys to the last few doors, but we were finally able to access the bridge levers. Since there has still been no sign of goblins, I ordered them opened immediately, knowing how long it would take a dwarf from lower deathgate to reach it.

We also rebuilt the old trade depot in case our hopes did not prove unfounded.

25 Malachite

At long last Mitchewawa made his way to the lever



and pulled



and the mighty bridge shielding Deathgate from the surface world



slammed down for the first time in over a year.



A few trolls milled around outside, but without any goblins to direct them they showed no interest in our newly exposed interior. All the same, NCommander's squad redoubled their training efforts.

17 Galena

Blast! A caravan arrived alright, but not a dwarven one. Ah well. Those filthy, demon-worshipping heathens will have to walk past the trolls to reach us, so either way one problem will be solved today.

A human caravan from Anthath Zoka has arrived  
The merchants need a trade depot to unload their goods

19 Galena

Kol Kalantulon has been taken by a mood!

Kol Kalantulon Labourer cancels Render fat: Taken by mood  
Kol Kalantulon Labourer is taken by a fey mood!  
Announcement Date: 19th Galena 779

This could be good... or very bad... or very meh.

22 Galena

Kol, the moody dwarf, has claimed mechanics workshop and immediately set about gathering materials. Very good it is, especially since our last mechanic died of neglect, and our new trainee isn't even proficient yet.



23 Galena

The Depot is open for business. Too bad it doesn't double as a drowning chamber. She won't be very happy about this.

AUTUMN 779

14 Limestone

Kol has assembled his materials and begun his construction.

→Kol Kalantulon has begun a mysterious construction!

Announcement Date: 14th Limestone 779

Mechanics Workshop

diorite  
diorite  
diorite  
diorite  
(sheep wool cloth)  
nethercap logs  
diorite blocks  
pig tail fiber cloth  
(gray chalcedonies)  
rough purple spinels  
rough purple spinels

B  
TSK  
TSK  
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TSK

17 Limestone

I am informed that Marksdwarf training is going well, though NCommander mentioned something about needing to reorganize. Krosan especially has distinguished himself.

Krosan Zanegrinul Am Bobrur has become a Elite Marksdwarf

And Kol has completed his masterwork: A diorite mechanism.

FPS: 100 (38) The Labyrinthine Magic a diorite mechanisms

This is a diorite mechanisms. All crafts dwarfship is of the highest quality. It is decorated with nethercap and encircled with bands of diorite, sheep wool, gray chalcedony and purple spinel. This object is adorned with hanging rings of diorite and menaces with spikes of diorite. On the item is an image of Onul Fastenedwhips the dwarf and dwarves in diorite. Onul Fastenedwhips is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Onul Fastenedwhips to the position of queen of The Basement of Murder in 332. On the item is an image of dwarves in pig tail fiber. The dwarves are laboring. The artwork relates to the foundation of Deathgate the Doom-Fortress by The Death-Hammers of Wrath of The Basement of Murder in the early spring of 751. On the item is an image of Moldath, the deity of caverns and mountains, depicted as a male dwarf and a dwarf in purple spinel. The dwarf is prostrating itself before Moldath.

22 Limestone

Finally those foul humans have embarked. Now to cleanse the depot in case our brethren show up.

[Undated entry. Dark smears. Blood?]  
Oh no. Oh no, oh no, oh no no no no.

Title: **Re: Deathgate - G tterd mmerng (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 05:36:55 pm**

Excerpts from the Journal of Irony II Fikodavuz  
Deathgate, Last Stronghold of the Basement of Murders  
Year 779

[Part 0: Epidemic] (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3575646#msg3575646>)

Part 1: Beginnings (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3577696#msg3577696>)

Part 2: Dwarves of Deathgate (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3598340#msg3598340>)

NCommander's account of the connections between Upper and Lower Deathgate (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3612465#msg3612465>) (Before my turn, several walls have since been removed.)

Part 3: The Widening Gyre (<http://www.bay12forums.com/smf/index.php?topic=84451.msg3631281#msg3631281>)

Part 4: The Blood-dimmed Tide is Loosed

24 Limestone

He's finally done it. Not content with merely wounding dwarves, our tormentor has outright killed someone. Ripped off his head, right there in the wood furnace where he was working. No one will go near the place now.

Bmbul Adekiton Ghostly Swords dwarf batters Thkut Logemastel Stoneshaper!  
Thkut Logemastel Stoneshaper cancels Make Ash: Too injured  
Thkut Logemastel Stoneshaper has been struck down

Announcement Date: 23rd Limestone 779

The worst thing is, when I saw what had happened, I... I don't know what came over me.

I laughed. I *laughed* at the mangled corpse lying before me, and the terrible shadow that had done it. And couldn't stop laughing. Kosoth, NCommander, and NRDL had to carry me back to my quarters because I was paralyzed with that insane laughter. Once they had left me there I kept on until I was hoarse. Only when she came did I return to myself. Only then did the full reality of what I had seen set in.

This madness has to end before he kills us all.



10 Sandstone

Today I observed as the first stage of the aqueduct was filled with water. Now what remains is to hook the floodgates up to a lever, channel out the last few connections down below, and release the riverthe aquifer.



There is much left to do before year's end. I hope I can find time to keep record of it all in here.

16 Timber

Amidst the continued toppling of beds and coffins by our ghostly ancestors, news reached us that a caravan from the outer lands had actually arrived !

Kogan: Greetings from the outer lands Your efforts are legend there Let us trade!

And of course, so did a goblin ambush. Three of the caravan guards were killed in the ensuing battle, but most of the goblins were defeated either by the remaining guards or by our bridge.



[OCC: This bridge once again saved the fortress. I didn't even notice the goblins had made it that far, since I was too busy watching caravan guards get slaughtered. Apparently spiked silver balls are somewhat effective.]

27 Timber

Since our last trader died at the beginning of the year, the nearest dwarf to the trade depot took it upon himself to conduct negotiations. For his initiative and successful negotiation, "renegadelobster" has now been appointed official broker.

Since my last entry, we obtained several bags of gypsum plaster, as well as sand, food, and booze from the dwarven caravan, in exchange for bins of old clothing that will no doubt seem like treasures to the wandering dwarf clans. Another child was stricken by the demon plague, and joins Doren in the hospital.

Speaking of Doren, I haven't heard how his surgery went. I've been so busy, and still am... I'd better get down there as soon as I can.

WINTER 779

And everywhere, the ceremony of innocence is drowned...

3 Moonstone

[The ink is blotted and smeared, the writing sloppy and difficult to read even without the puddles of ink.]

[Doren] ... [d]octor? Where was [his] assistant? Why ... happen? He survived the [illegible] of **demons**, but not [the] [la]ziness of his fellows, nor the jealous [dead.(?)]

All for nought. All for nought.

Doren Erithiden Survivor has died from thirst

[illegible] [M]other [illegible] I will see him [illegible]

9 Moonstone

Degel Monangzon has entered adulthood. I set her to work immediately on the aqueduct. It must be finished at all costs before year's end.

11 Moonstone

Met with mother again today. I think I almost heard something.

14 Moonstone

The merchants have departed. Now that we have what we needed, I've ordered the gate sealed.

1 Opal

Once more he strikes, the enemy of our lives. This time the object of his envy was Kol Kalantulon, recently elevated Head Mechanic, and keystone of our future plans. She lost her right hand, but escaped with her life.



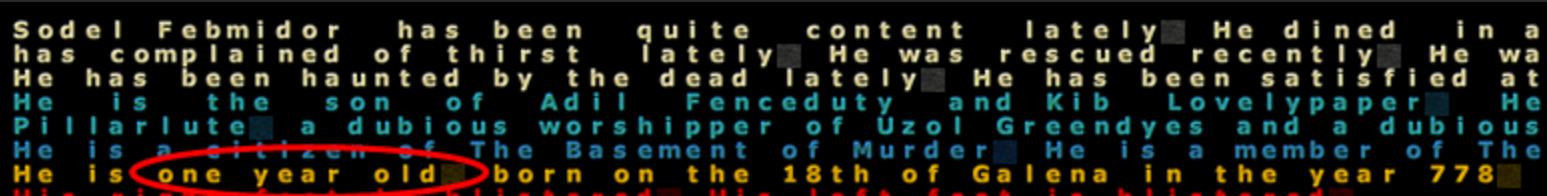
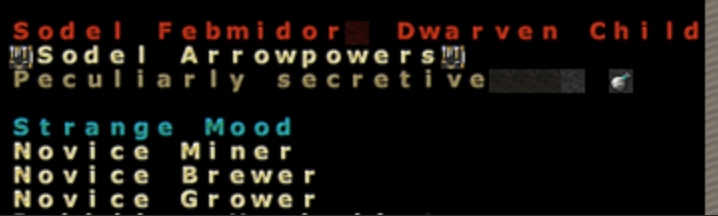
16 Opal

Reports of loud noises in the Areltulon, which I have now personally verified, suggest that the Forgotten Beast we had seen earlier in the upper lake has descended through the aqueduct and now waits just beyond the bridge at its lower end. It might be possible, with careful planning, to flush him into hell.

But I cannot deal with that now. The aqueduct nears completion.

18 Opal

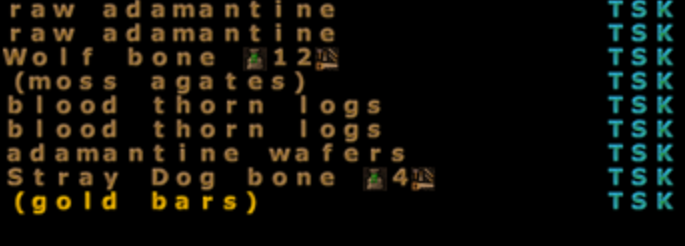
Sodel Febmidor, a year old child, practically an infant, has been taken by a mood.



She claimed a mason's workshop this morning. Hopefully she can find what she needs. I do not look forward to Scaliper's face if she does not.

20 Opal

She has begun construction on a mysterious object!



25 Opal

Sodel completed her work. Barely a year old and she crafted an adamatine cabinet, and no ordinary adamantine cabinet either.



29 Opal

The aqueduct is almost finished. All that remains is to connect the floodgates to a lever, set up the last few walls and floodgates, and it will be ready for operation.

7 Obsidian

The lever has been pulled! But... the water is not flowing. I don't understand.

*The best lack all conviction,...*

8 Obsidian

I still don't see why it didn't work, but I may have a solution. Now if only the miners can reach it safely.

11 Obsidian

Well... the water is finally flowing. But apparently someone cracked the base of the stairway on that level, and the very hallway on which we placed the control lever flooded. Not too deeply, and the lever was pulled once more, but still. That was close. The entire fortress could have been drowned.

14 Obsidian

In my haste to finish this project, I fear I have made a serious error. I connected Deathgate's existing water supply to the dry wells under the hospital, thinking that with these connected, the water from the third aqueduct could keep both at an even, drinkable level. However, since the aqueduct is currently *not flowing*, water levels throughout Lower Deathgate have dropped dangerously low, and there is significant risk of foliage clogging the works, just as it already has the original aqueducts.

We desperately need to get this flowing.

*...while the worst are full of passionate intensity.*

21 Obsidian

The floors have been reinforced, and the aqueduct is flowing once more. However, it is flowing much slower than expected. We shouldn't have any overgrowth problems in the main channel, but if it can't refill the old channels in Deathgate soon, we will have to send woodcutters down into the pipes.

And all that will likely be someone else's responsibility, as Mayor Rigothvir has said she has something else for me to do come Spring.

22 Obsidian

Yet another ghost has risen.

26 Obsidian

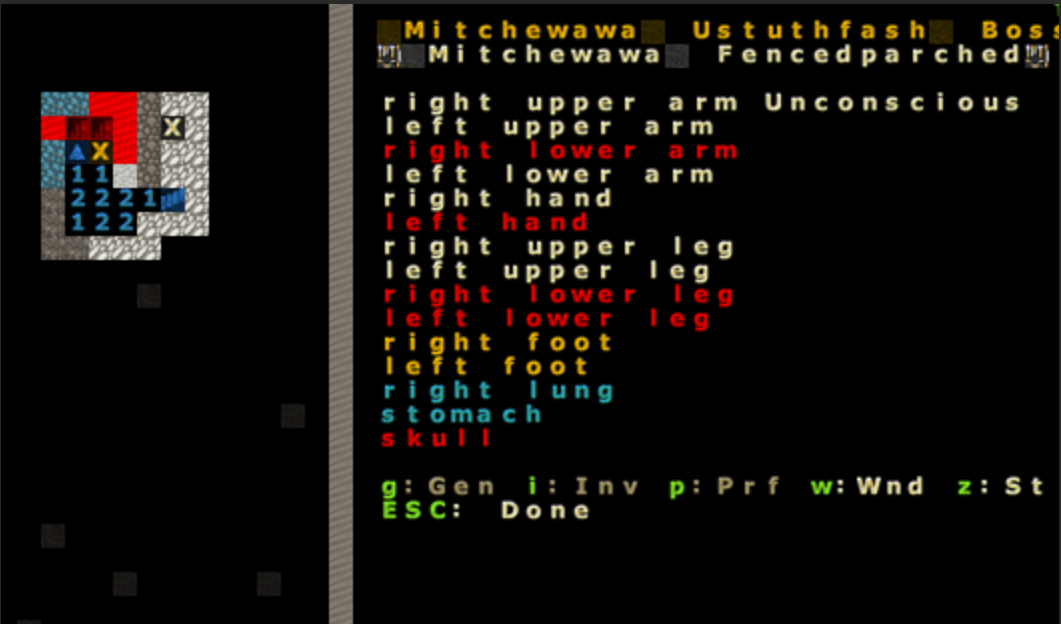
Yet more complications! A stoneshaper wandered into the draining well and was nearly swept down to his death. Somehow he managed

to swim against the current and climb up the old stairway used to build the well, all the while with water pouring down around him, and escape.

I don't know what he was doing in there in the first place, but we clearly need to wall off or door off all access to that tunnel. Well, I say we. Whoever the mayor puts in charge after me.

27 Obsidian

Again! This time the head carpenter, Mitchewawa, tried to clean himself in the torrential downpour, lost his footing, and was severely injured.



The Mad Fool risked his own life to pull him from the churning waters, and carry him down to the hospital, but I don't know if he will make it.

Surely some revelation is at hand;

28 Obsidian

And so my year comes to an end. Kosoth has said she wants me working with her more closely this year, so she has given over command of the fort's daily operations to ThatAussieDwarf. I have no doubt that he can manage at least as well as I.

Our tormentor is still at large. I could find no way to end his reign of terror, though at last perhaps I have a clue. Today, after my meeting with the mayor, I saw my mother again. This time, this time when she tried to speak, I heard her voice.

It was nothing like the voice I remembered, but I knew it all the same.

Surely the Second Coming is at hand.

She said, in a whisper that sounded like a thousand trumpets,

[Spoiler](#) (click to show/hide)  
"TERRY!"

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 08:59:30 pm**

His hour come round at last:  
  
The Save: <http://dffd.wimbli.com/file.php?id=6957>

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2012, 09:19:59 pm**

Soon.... *Soon...* It will be my turn again...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 09:21:45 pm**

Speaking of, I can upload the save now. Sec.  
  
edit: done

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2012, 09:26:29 pm**

Quote from: wlerin on September 22, 2012, 09:21:45 pm  
Yes. Soon, it will be, your hour come round at last.  
  
Speaking of, I can upload the save now. Sec.

What else can I say except ([http://www.youtube.com/watch?v=Ix\\_Cefk2avM](http://www.youtube.com/watch?v=Ix_Cefk2avM))

edit: ~~Sweet Armok, what have you *done*? I'm going to have cauterize that breach at the BATTERY's old aquifer pool with magma, just in the vain hope the lower fortress isn't going to get flooded. This could flood the whole fortress if I don't stop it.~~

edit2: ~~Crisis averted. I managed to floor over part of the channel to block it off. Though that water's going to fill the rest of the system straight through, it won't actually harm the fortress now.~~

Never mind, I over-reacted. The water flow peters out and I doubt it'll reach the lower fort in any significant quantity. *Time for an upgrade.*

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 10:56:10 pm**

I'm pretty sure there isn't a breach. Just some water that got out during my first abortive attempt to unleash the aquifer. The up stairs should have been sufficient to contain it.



But yeah... It needs an upgrade.

I assume you are talking about the mud and water on [95]

Also, first two posts updated with actual content.

[Spoiler](#) (click to show/hide)

Oh, and judging from my notes, a certain event tends to happen towards the end of the first month of each season (though it was pretty late this last winter). I hope it isn't anyone important...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 22, 2012, 11:02:52 pm**

Good God.

May I ask how my...dorf...medic is doing?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 11:05:31 pm**

NRDL is still alive an well. I think. He's had plenty to do.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2012, 11:08:53 pm**

Quote from: NRDL on September 22, 2012, 11:02:52 pm

Good God.

May I ask how my...dorf...medic is doing?

He's busily constructing rock blocks at the moment. I do have a death to report though - Velard died in the tunnels, doing a masonry job. He didn't wall himself in, he just died of thirst.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 22, 2012, 11:09:29 pm**

So...he's not currently in the military?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 11:11:09 pm**

Quote from: ThatAussieGuy on September 22, 2012, 11:08:53 pm

Quote from: NRDL on September 22, 2012, 11:02:52 pm

Good God.

May I ask how my...dorf...medic is doing?

He's busily constructing rock blocks at the moment. I do have a death to report though - Velard died in the tunnels, doing a masonry job. He didn't wall himself in, he just died of thirst.

Wut... how... huh?

And atm only the Marksdwarves are in the Military. Thaddeus had nerve damage (and he's worse now), I needed NRDL on medical duty, most other military dwarves were skillless, leaving just Scaliper. So I disbanded the melee divisions and consolidated the Marksdwarves into one squad. There's no militia commander, so I wasn't able to delete the empty squads.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2012, 11:13:55 pm**

The Aussie Journals - Deathgate, Vol II.

Granite 1, 780.

I have taken control of the fort for another year, this time by most nefarious scheme yet - I simply asked wlerin if "I could have a go at leading". Surprisingly, he said yes and handed over the hat and badge. I have fetched my mighty Didgerdoo-stuff stick of beating from my quarters and am already putting my plans into motion for Operation Red Shield.

ThatAussieGuy Project - Operation Red Shield.

- Seal the population in the lower fortress, ensure the supplies and farms are all located in the safe areas.
- Flood the remaining fortress with magma so that no filthy surfacefolk may find the last surviving Dwarves of the Basement of Murder.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 22, 2012, 11:14:49 pm**

Atlantis sucks compared to us.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 11:16:28 pm**

I tried to work on the BATTERY a bit during my turn, but other things kept requiring Carpenters and Architects, so it's still only about 3/5ths of the way done.

The biggest problem with your plan will be assembling enough magmasafe components for the screwpumps. I made a few glass corkscrews, and bought some sand from the dwarven caravan to make more, but you'll probably need a lot more. (Yes, there are still dwarves out there somewhere, but we are the last mountainhome--the rest are dispossessed vagabonds, I'd assume.) Might have to melt down some iron or steel gear we no longer need. Or... can they be made out of adamantine? We've plenty of that.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 22, 2012, 11:17:29 pm**

As this is kind-of unstoppable and will take some planning, I need a confirmation from the Deathgate Parliament (ie: you lot) to put Operation Red Shield into effect.

What say you, Parliament? Shall I safeguard our people with the majestic red liquid permanently?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 11:23:28 pm**

If you can, I'd say do it. Make sure all the holes are plugged first though. (There are quite a lot of them.) Including holes to critical components like the aquifer channel leading to the new aqueduct (which in my save is functioning well so far) and the battery. And plug them with something more secure than microcline hatches.

The only people whose opinions really matter though are Ignatzami and AnimaRytak.

edit: And maybe leave access to the Temple open?

edit2: Water managed to reach the main reservoir in lower Deathgate on the 11th of Granite in my alternate reality save. It gets plugged up a little there by the pressure lock, but everything should be fine from that point forward.... well... if it gets to the canals fast enough.

edit3: I'm beginning to think that a giant flat reservoir room was a bad idea.

edit4: Even worse, the flow from the aquifer is not as strong as I expected. So now not only has the water's rate of expansion in the reservoir reached equilibrium with the rate of evaporation, the flow from up top has slowed to a trickle.

I wish I had tested this sooner. :/

It should be relatively easy to fix, if you are feeling up to it, though by the time it is fixed the lower canals will probably need brush clearing.

1) Turn off the flow from the aquifer. The southernmost lever on floor [95], at hotkey F6, will do this. Doing this will allow water to fill up again in the well and first stage, pushing it further before running out of pressure.

2) Wall off most of the southern end of the reservoir room on floor [0] (just below the hospital, hotkey F5), so that inflowing water is forced west to the ramps along the far wall. Pave the soil along that route (there are hidden, forbidden stones already in the room).

3) As soon as that wall and paving is finished (put a door in it somewhere for maintenance, just be sure to forbid it when done), reopen the floodgates. Or let the water build up a little bit longer, up to you. The second option is probably best, and just means you'll almost certainly have to get the axes out before opening the floodgates.

Or, alternatively, try to increase the water flow. Or find a different means to getting water to lower deathgate after you've sealed the upper levels with magma.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 22, 2012, 11:42:34 pm**

It seems kinda a pity that Deathgate has endured so much just to have dwarfs die of thirst. On the flipside, we have managed to survive so long with no re-enforcement (the last wave was with kefkakrazy, and looking at previous turns, we only ever got a small handful of migrants due to civ being 95% dead).

Krosan was an elite before, the long standing heros bug caused him to revert to just Marksdwarf. I believe almost all our marksdwarfs are elite though (Great Marksdwarf or better).

This is by far though my favorite DF succession game, and not just because we were the first fort to successfully invade hell. Just watching us slowly approach our ends; it reminds me of weatherwires (which is another favorite fort of mine).

Also, I think candy is magma-safe, and we have 300+ wafers of the crap sitting around. Candy pumpstack anyone?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 22, 2012, 11:49:21 pm**

Quote from: NCommander on September 22, 2012, 11:42:34 pm

Krosan was an elite before, the long standing heros bug caused him to revert to just Marksdwarf. I believe almost all our marksdwarfs are elite though (Great Marksdwarf or better).

Yeah, I think I actually got that notification several times.

-----

As to the aqueduct, the flow from the aquifer is not as strong as I expected. So now not only has the water's rate of expansion in the reservoir reached equilibrium with the rate of evaporation, the flow from up top has slowed to a trickle. [By the end of Granite it's almost entirely dry, even though the gates are still open.]

I wish I had tested this sooner. :/

It should be relatively easy to fix, if you are feeling up to it, though by the time it is fixed the lower canals will probably need brush clearing.

1) Turn off the flow from the aquifer. The southernmost lever on floor [95], at hotkey F6, will do this. Doing this will allow water to fill up again in the well and first stage, pushing it further before running out of pressure.

2) Wall off most of the southern end of the reservoir room on floor [0] (just below the hospital, hotkey F5), so that inflowing water is forced west to the ramps along the far wall. Pave the soil along that route (there are hidden, forbidden stones already in the room).

3) As soon as that wall and paving is finished (put a door in it somewhere for maintenance, just be sure to forbid it when done), reopen the floodgates. Or let the water build up a little bit longer, up to you. The second option is probably best, and just means you should definitely get the axes out before opening the floodgates.

Also, the flow to the wells is pressure locked, so it will not overflow once the water reaches those channels. We just have to get it that far, and remove any obstructions.

Or, alternatively, try to increase the water flow (it's low enough by the aquifer that you could probably build something there now). Or find a different means to getting water to lower deathgate after you've sealed the upper levels with magma.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Just Some Guy** on **September 23, 2012, 01:35:53 am**

Deathgate will die either way. But this way will be much more Fun.

UNLEASH THE MAGMA!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 23, 2012, 01:40:15 am**

I've stopped playing for the moment, going to wait a day to get the general opinion on whether or not to being Operation Red Shield. As for channeling water to lower Deathgate, I'm going to automate the entire process once I get the power generator running. The Last Dwarves will live in comfort, at least.

My plan for my year is thus;

- Get the power working, even only partially if necessary
- Redesign wlerin's aqueduct into something self-maintained (again, sorry for the panicking, but it seemed a valid concern when I thought there was a massive rush of water slowly advancing)
- Undertake Operation Red Shield by flooding Upper Deathgate with magma from the pipe via pumpstack from several levels down to ensure a constant flow.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Nyalathoteps\_Cousin** on **September 23, 2012, 02:17:48 am**

Apologies if I've missed something here, but why aren't we building a slab for this murderous phantom? I can understand no coffin, but a slab would do just fine.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 23, 2012, 02:36:15 am**

Quote from: Nyalathoteps\_Cousin on September 23, 2012, 02:17:48 am  
Apologies if I've missed something here, but why aren't we building a slab for this murderous phantom? I can understand no coffin, but a slab would do just fine.

He's not slabbable due to the historic figure bug. It was fixed in 34.01 so DG2 won't have this issue but ...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Nyalathoteps\_Cousin** on **September 23, 2012, 02:44:33 am**

Quote from: NCommander on September 23, 2012, 02:36:15 am  
He's not slabbable due to the historic figure bug. It was fixed in 34.01 so DG2 won't have this issue but ...

Ah, I didn't know this. Thanks for the quick reply!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 23, 2012, 03:22:29 am**

Quote from: Nyalathoteps\_Cousin on September 23, 2012, 02:44:33 am  
Quote from: NCommander on September 23, 2012, 02:36:15 am  
He's not slabbable due to the historic figure bug. It was fixed in 34.01 so DG2 won't have this issue but ...  
  
Ah, I didn't know this. Thanks for the quick reply!

Also, he's providing a fixed timer for Deathgate's doom, since he attacks once per season.

TAD: As to your panicking, eh. From what I've seen it wouldn't have worked anyway. Might as well stop it up and redesign it. You should be able to reuse that channel though, as the roads and ramps should prevent any growth.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **September 23, 2012, 01:07:36 pm**

@wlerin: I like all the Yeats references :)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **September 23, 2012, 05:32:26 pm**

RELEASE THE MAGMA! FLOOD THE SURFACE! FINISH MY NOBLE WORK AND SEAL THE CHOSEN OF ARMOK FROM THE UNCLEAN SUN-DWELLERS!

Also I thought my farms were producing enough plump helmets to make booze with?  
Quote from: Eldes on July 17, 2012, 02:38:45 pm

They're in an old aqueduct tunnel, but they should serve to keep 40 dwarves plastered for a while. They're all set up and everything.

Did we run out of seeds, or did someone destroy them? If they were running full tilt we shouldn't have any healthy dwarves dying of thirst.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 23, 2012, 07:36:07 pm**

Release the ~~meteor~~ magma! Destroy all that is not Dwarven!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 23, 2012, 08:40:39 pm**

So far as I'm concerned, you should flood not only Upper Deathgate but everything on the surface with magma. Magma pools everywhere you can get them, leaving the Temple of Armok to stick out of the flows...

heeeeeee.



Operation Red Shield receives another upvote over here.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 23, 2012, 09:34:18 pm**

Well, based on current opinions...

## Operation Red Shield is now under way!

Now, lets see how long it'll take to get magma-safe screwpumps made...

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **Blade Master Model 42** on **September 23, 2012, 10:37:34 pm**

We should have plenty of iron and steel, shouldn't we?

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **EvilFuzzy9** on **September 23, 2012, 11:03:19 pm**

Holy hell. I just finished reading through this thread. This really is one of the most epic succession forts.

Can't wait to see how it all ends~

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **The Mad Fool** on **September 24, 2012, 12:47:30 am**

Quote from: EvilFuzzy9 on September 23, 2012, 11:03:19 pm  
Can't wait to see how it all ends~

In fire.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NRDL** on **September 24, 2012, 01:08:44 am**

Quote from: The Mad Fool on September 24, 2012, 12:47:30 am  
Quote from: EvilFuzzy9 on September 23, 2012, 11:03:19 pm  
Can't wait to see how it all ends~

In fire.

and blood

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **September 24, 2012, 04:47:55 am**

Quote from: NRDL on September 24, 2012, 01:08:44 am  
Quote from: The Mad Fool on September 24, 2012, 12:47:30 am  
Quote from: EvilFuzzy9 on September 23, 2012, 11:03:19 pm  
Can't wait to see how it all ends~

In fire.

and blood

We'll be dining in hell to celebrate.

I still think operation red shield should be a candy pumpstack :-)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 24, 2012, 05:28:13 am**

I'll do a minor update post in a few hours, not that much has happened except for progress on the power generator and me trying to force the damn miners to dig where I want them to.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **wlerin** on **September 24, 2012, 08:52:33 am**

Quote from: Eldes on September 23, 2012, 05:32:26 pm  
Also I thought my farms were producing enough plump helmets to make booze with?  
If they were running full tilt we shouldn't have any healthy dwarves dying of thirst.

It's definitely not a lack of booze. In fact, I really have no idea why Velard would have died, since he was perfectly healthy in my alternate reality save, at least before I stopped running it.

Quote from: Blade Master Model 42 on September 23, 2012, 10:37:34 pm  
We should have plenty of iron and steel, shouldn't we?

Oddly enough... not really. Stocks screen reads 4 iron bars, 2 steel bars, and 119 adamantine wafers (~23 corkscrews)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 24, 2012, 09:29:10 am**

I'm about to play a little more now, and if those stocks are correct, it will be an adamantine pumpstack.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **wlerin** on **September 24, 2012, 09:31:46 am**

Don't forget to build some pipe sections too, either glass (bought some sand from the caravan), adamantine, or nether-cap. In fact... according to the stocks screen we had 43 logs of nethercap, so if you can micromanage those into pipe sections and corkscrews that'll help as well.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 24, 2012, 09:35:42 am**

Quote from: wlerin on September 24, 2012, 09:31:46 am

Don't forget to build some pipe sections too, either glass (bought some sand from the caravan), adamantine, or nether-cap. In fact... according to the stocks screen we had 43 logs of nethercap, so if you can micromanage those into pipe sections and corkscrews that'll help as well.

Don't worry, I know quite a bit about dwarven mechanical engineering. Oh my, yes...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 24, 2012, 09:39:51 am**

Excellent. o/\

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 24, 2012, 10:07:20 am**

(Spring was mostly spent surveying the fort and setting things in motion, so the notes proper start in Felsite)

Felsite-8

Velard died of thirst today, though I don't know why. He had a simple masonry job that wasn't even finished. He wasn't trapped, or under attack, just simply lost to the maze of the fort.

We number 36 now and I wish I didn't have to count through another fort's decline.

Felsite-18

Krosan has become an elite Marksdwarf. A pity his skills will go to waste - there is nothing he will need to kill when my work is done.

Felsite-23  
Datan Locuneshtan's ghost toppled a coffin. Better that than a dwarf, I suppose.

I have ordered the production of ten adamantine pipes and corkscrews as part of Operation Red Shield. I hope they are completed quickly.

Bombul Adekiton, Ghostly Swordsdwarf

Hematite-4

Mitchewawa passed away today from his infection today. We now number 35.

Hematite-26  
Kib Avalmonom started rambling about 'elves and fairies' in the middle of fitting a waterwheel and ran off towards the workshops. Evidently a beating is in order for disobedience.

Malachite 24

Work has ceased on Operation Red Shield, but I don't know why. The orders have been given for the parts, and I've put a stop to the strange standing order for copper screwpump parts. I suspect they dislike my being in charge. None shall interfere with the Operation, or they'll find themselves on the wrong side of the shield when it's done.

Galena 9

After a month of gathering materials, Kib has finally started building something. It better be worth it, or he'll get the honor of breaching the magma inlet.

Galena 13

Kib finished his creation and has become a Legendary Engraver. How... useful... His creation was a bracelet.



A bracelet of the god of caverns in the leather of a surface-dwelling creature. Obviously a beating is in order to stimulate the creativity of this fort's population.

Galena 15

The human caravan came today. We do not care for the likes of surface-dwellers and the fort shall remain closed to their ilk.

Sandstone 11

Degol Monangzon hasn't been seen lately. He's been absent my morning meetings and general yelling sessions at the populous of the fort. Apparently he was last seen in the tunnels, muttering something about "a brilliant design".

Also, I now have to write these notes myself. The fortress scribe, Irony II, was struck down last night by the ghost of Bombul Adekiton. He died in the tunnels, but with axe in hand. We number 34 now.

I have surveyed the latest progress of the BATTERY and been most pleased.



At this rate, it should be ready for activation within two months. The passage for connecting it to the Red Shield's future pumpstack is done, but the other dwarves simply will not dig a staircase upwards to complete the shaft for the vertical axle to link it to the pumpstack site. This is most vexxing.

Spoiler: This is the site of the Red Shield's magma outlet (click to show/hide)



It's set to discharge into the top of the old dormitories and seep through the fortress from there.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 24, 2012, 11:27:49 am**

Quote from: ThatAussieGuy on September 24, 2012, 10:07:20 am

Felsite-18  
Krosan has become an elite Marksdwarf. A pity his skills will go to waste - there is nothing he will need to kill when my work is done.

We still have hell to conquer (more).

Quote from: ThatAussieGuy on September 24, 2012, 10:07:20 am

Felsite-23  
....  
Bombul Adekiton, Ghostly Swords dwarf

What did he do? He should have attacked someone around the beginning of Felsite... and midsummer as well.

Quote from: ThatAussieGuy on September 24, 2012, 10:07:20 am



Hematite-4

Mitchewawa passed away today from his infection today. We now number 35.

:(

Quote

Sandstone 11

...

Also, I now have to write these notes myself. The fortress scribe, Irony II, was struck down last night by the ghost of Bombul Adekiton. He died in the tunnels, but with axe in hand. We number 34 now.



Quote

Sandstone 12

The passage for connecting it to the Red Shield's future pumpstack is done, but the other dwarves simply will not dig a staircase upwards to complete the shaft for the vertical axle to link it to the pumpstack site. This is most vexxing.

I assume you've verified that they can access it? I know the upper level of the BATTERY was originally walled off, though I thought I fixed that...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **September 24, 2012, 11:33:28 am**

They can access it, they just... stop at a certain point and refuse to keep digging past it. I've fixed a traffic zone problem, but they still won't go *dig*. Even if it's not done by the end of my year, the layout's self-evident.

And we couldn't conquer hell now. It takes way more than thirty-odd dwarves to take on Hell.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **September 24, 2012, 11:35:03 am**

Quote from: ThatAussieGuy on September 24, 2012, 11:33:28 am

They can access it, they just... stop at a certain point and refuse to keep digging past it. I've fixed a traffic zone problem, but they still won't go *dig*. Even if it's not done by the end of my year, the layout's self-evident.

And we couldn't conquer hell now. It takes way more than thirty-odd dwarves to take on Hell.

We don't have to conquer the whole thing, just kill the occasional demon that spawns as we carefully expand... I mean, the last two overseers have to have *\*something\** to do.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **September 24, 2012, 11:46:51 am**

Quote from: wlerin on September 24, 2012, 11:35:03 am

Quote from: ThatAussieGuy on September 24, 2012, 11:33:28 am

They can access it, they just... stop at a certain point and refuse to keep digging past it. I've fixed a traffic zone problem, but they still won't go *dig*. Even if it's not done by the end of my year, the layout's self-evident.

And we couldn't conquer hell now. It takes way more than thirty-odd dwarves to take on Hell.

We don't have to conquer the whole thing, just kill the occasional demon that spawns as we carefully expand... I mean, the last two overseers have to have *\*something\** to do.

That will go badly. Very, very badly. Demons spawn in groups of 3-5 and all the species under Deathgate seem to like to roam.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **wlerin** on **September 24, 2012, 11:51:52 am**

Pssh. ~~It wasn't bad the last time we opened the gate~~On second thought, maybe you are right.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **Eldes** on **September 24, 2012, 12:52:35 pm**

Have yu checked to make sure there isn't an alert or burrow active?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **kefkakrazy** on **September 24, 2012, 01:07:37 pm**

The burrows for this place are a nightmare, too. I attribute about a month's worth lost labor to the thing's, followed by labor getting moving in a big hurry, followed by the burrows (which now had most of the fortress population confined to the Hellbunker and the quarries above) resulting in massive loss of life when demons got in past the defenses...  
Good times!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **ThatAussieGuy** on **September 24, 2012, 07:24:58 pm**

Quote from: Eldes on September 24, 2012, 12:52:35 pm

Have yu checked to make sure there isn't an alert or burrow active?

No, and I KNEW there was something I forgot to check. Thanks, Eldes!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

Post by: **Eoganachta** on **September 26, 2012, 06:34:08 am**

Wow. Things seem to be progressing with... progress again. Glad to see Deathgate striving for one last venture before the earth swallows us forever.  
Red Shield has my full approval! :P

Also, how fares Eoganachta? I haven't heard anything about my dwarf from several overseers so I fear the worst. If he's sleeping with the Candy, can I be redorfed please, if any remain unclaimed? Metalsmithing if possible. Thanks.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**

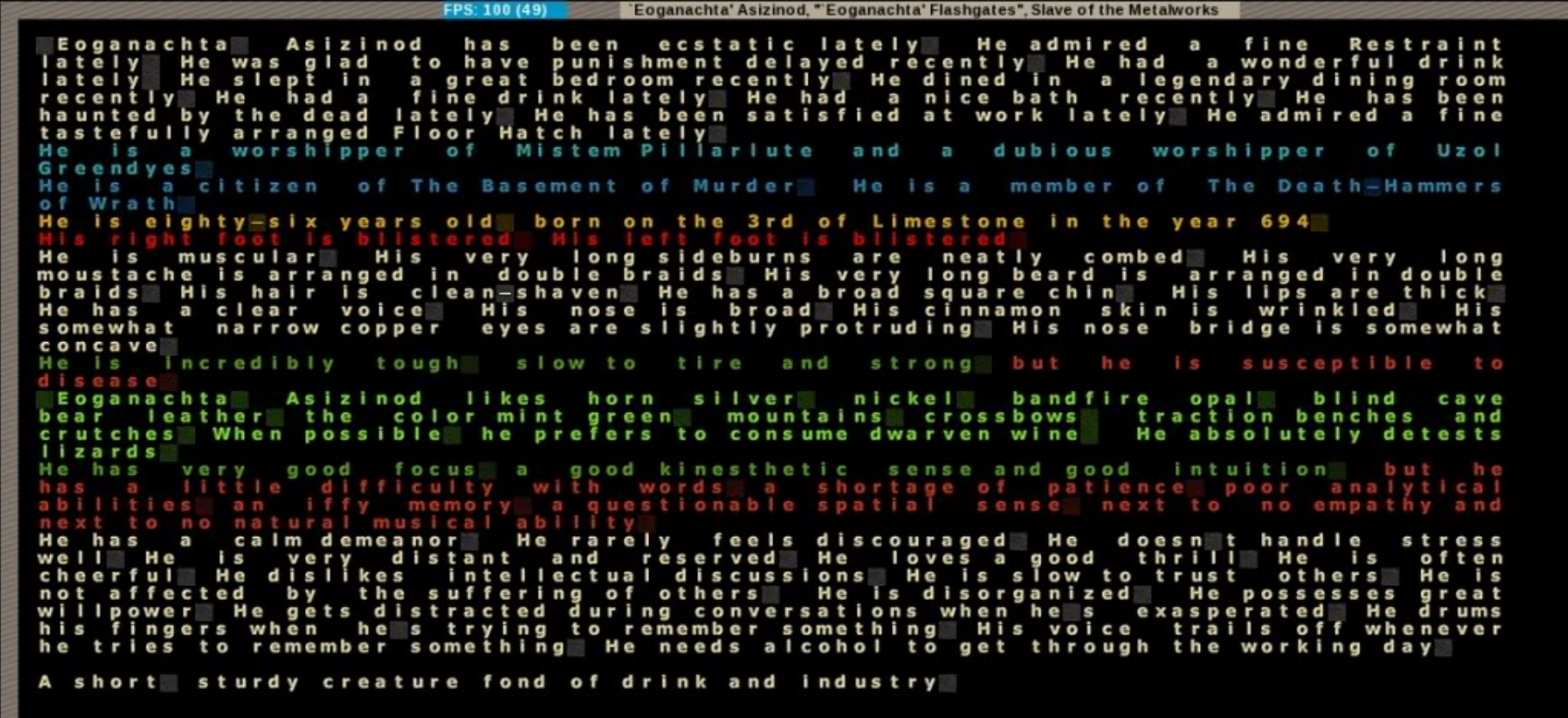
Post by: **ThatAussieGuy** on **September 26, 2012, 06:38:35 am**

I'll be playing some more in an hour or so, so I'll do a quick update on who's still alive.

- Current Surviving (Named) Dwarves--
- NRDL
- Scaliper II
- ThatAussieDwarf
- AnimaRytakIII
- KenboII
- Thaddeus
- Iggy McNatz III
- Oroboros
- Atomic Avocado
- The Mad Fool
- renegadelobster
- NCommander
- Krosan
- Lashidang

And here's your new dwarf

Spoiler: Eoganachta (click to show/hide)



I forgot to add it here, but in the fort he is indeed marked with a "II"

Also, if anyone else made dwarfing requests, could you remind me what they were please?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerng (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2012, 07:29:47 am**

This is an emergency update. I NEED the location of the exterior drawbridge lever right **now**.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerng (Succession Game)**  
Post by: **NCommander** on **September 26, 2012, 07:34:03 am**

Quote from: ThatAussieGuy on September 26, 2012, 07:29:47 am  
This is an emergency update. I NEED the location of the exterior drawbridge lever right **now**.

Crap, I don't quite remember which one it is. It's either in the control room directly by the BATTERERY, there should be a note, or its the gold lever directly infront of the hospital. One controls the cage trap bridge, and the other gets the drawbridge.

Pretty sure its the former. Make sure the lever and the doors leading to it are unforbidden!.

(what's the emergency?)

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerng (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2012, 07:35:33 am**

Something completely unexpected that could decide the fate of the fort. I THINK I've found it, I've got dwarves unbarring the way to the lever now. I really hope they work fast for once and get everything set up in time...

I found the bridge lever. ~~Now it's just a race to see if the dwarves can get the job I set them done in time~~

It was done in time. What drove me to such madness, you may ask? What event could possibly make me forsake Operation Red Shield and open Deathgate to the world?

Spoiler (click to show/hide)  
➡ **A caravan from Ushat Usan has arrived.**

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerng (Succession Game)**  
Post by: **NCommander** on **September 26, 2012, 08:05:35 am**

Why are we letting humans into Deathgate? I thought the official policy was !!magma!! delivery ...

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerng (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2012, 08:10:35 am**

Quote from: NCommander on September 26, 2012, 08:05:35 am

Why are we letting humans into Deathgate? I thought the official policy was !!magma!! delivery ...

That's not a human civ...

I've given them a bunch of adamantine weapons and they're walking out with a little under 150,000 profit just to make sure they get back with good news. I bought some anvils, picks, and booze in exchange. Also a lot of cheese.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **The Mad Fool** on **September 26, 2012, 08:38:13 am**

We're not alone! There's more dorfs out there! :D

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2012, 08:39:42 am**

Quote from: The Mad Fool on September 26, 2012, 08:38:13 am  
We're not alone! There's more dorfs out there! :D

If we're VERY lucky, we may even get some migrants out of this. Possibly. The only worrying thing is that there wasn't a liason with the caravan.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 26, 2012, 08:49:19 am**

Quote from: ThatAussieGuy on September 26, 2012, 08:39:42 am  
Quote from: The Mad Fool on September 26, 2012, 08:38:13 am  
We're not alone! There's more dorfs out there! :D  
If we're VERY lucky, we may even get some migrants out of this. Possibly. The only worrying thing is that there wasn't a liason with the caravan.

We're a mountianhome, no liaison. How we became a mountianhome is a matter of some debate ...

In addition, the cavern is generated out of thin air. The only way to get migrants is to mod the save, or runesmith the traders into our civ.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 26, 2012, 09:22:52 am**

From my last entry:  
Quote from: wlerin on September 22, 2012, 05:36:55 pm  
**16 Timber**  
Amidst the continued toppling of beds and coffins by our ghostly ancestors, news reached us that a caravan from the outer lands had actually arrived !  
**Kogan: Greetings from the outer lands Your efforts are legend there Let us trade!**  
....  
**27 Timber**  
Since our last trader died at the beginning of the year, the nearest dwarf to the trade depot took it upon himself to conduct negotiations. For his initiative and successful negotiation, "renegadelobster" has now been appointed official broker.  
Since my last entry, we obtained several bags of gypsum plaster, as well as sand, food, and booze from the dwarven caravan, in exchange for bins of old clothing that will no doubt seem like treasures to the wandering dwarf clans.

So apparently no one reads walls of text anymore >\_>

There was an inexplicable gap of several years a while (~ 10 years) back, but otherwise a dwarven caravan has been arriving every year since the fort was founded.

Did you get any sand from the caravan? Or iron and steel? And did you seriously just waste adamantine one gypsy dwarves? There won't be any migrants.

As to Eoganachta, from my Legends notes:

Quote  
Kosoth has been mayor since late spring 771. The year after her sister, and Kogan's mother, died.  
Eoganachta III, and 12 other dwarves died that same month.

Unless there was an Eoganachta IV, your dwarf was killed in 772 along with the (current?) mayor's sister and my (now deceased) avatar's mother,--ahem, make that 771, I worded the original poorly. The other two were killed in 770 along with General Eoganachta.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NCommander** on **September 26, 2012, 09:26:56 am**

I didn't notice this before, but he said "outer lands" vs. "Mountianhomes" which is what the trader usually says.

Is that because we are the mountianhome, or because dwarfs have gone extinct?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 26, 2012, 09:31:41 am**

Probably because we are the mountainhome. But it could be the other ... I don't know.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 26, 2012, 10:03:45 am**

Not gonna lie, I did miss that update. Either that or I mistook it for the Human traders. And yes I did trade adamantine weapons as I thought this was a new development. Went for the big spend as we had no real combat threats to the fort and it should (if at ALL possible), entice migrants.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 26, 2012, 10:15:43 am**



Yeh, re-reading it, it wasn't immediately clear to me that I had mentioned the possibility of dwarf traders several times before (and the human traders had already come and gone, with Mitchewawa blithely ignoring them the entire season).

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **September 26, 2012, 03:54:45 pm**

Dwarven traders and their guards don't exist until they show up at your fort, and they no longer exist as soon as they leave. No dwarves exist, then suddenly, poof! here's 6 (or however many) dwarves in a caravan. Once they leave the map, they return to non-existence. The only effect those candy weapons will have is that the next caravan should be super rich.

I believe how the game works right now is that migrants are all now existing world entities. Since no dwarven entities exist in this world (outside of Deathgate), there will never be any more migrants, ever, no matter what we do (unless someone hacks the save).

Deathgate is on its own. Abandon hope all ye who enter here! But enter here anyway; we've got doomburgers!

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 26, 2012, 06:40:51 pm**

Can we engrave that over the entrance? 'Cause that would be awesome.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **September 26, 2012, 08:17:11 pm**

I'd make a comment, but that would require coming out from my DoomBunker (TM).

Seeing as how Aussie is the current overseer, that wouldn't be a prudent move.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eoganachta** on **September 27, 2012, 01:49:47 am**

Quote from: ThatAussieGuy on September 26, 2012, 06:38:35 am

And here's your new dwarf  
Spoiler: Eoganachta (click to show/hide)

FPS: 100 (49)

Eoganachta' Asizinod, "Eoganachta' Flashgates", Slave of the Metalworks

Eoganachta Asizinod has been ecstatic lately. He admired a fine Restraint lately. He was glad to have punishment delayed recently. He had a wonderful drink lately. He slept in a great bedroom recently. He dined in a legendary dining room recently. He had a fine drink lately. He had a nice bath recently. He has been haunted by the dead lately. He has been satisfied at work lately. He admired a fine tastefully arranged Floor Hatch lately.

He is a worshipper of Mistem Pillarlute and a dubious worshipper of Uzol Greendyes. He is a citizen of The Basement of Murder. He is a member of The Death-Hammers of Wrath.

He is eighty-six years old, born on the 3rd of Limestone in the year 694. His right foot is blistered. His left foot is blistered.

He is muscular. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. He has a broad square chin. His lips are thick. He has a clear voice. His nose is broad. His cinnamon skin is wrinkled. His somewhat narrow copper eyes are slightly protruding. His nose bridge is somewhat concave.

He is incredibly tough, slow to tire and strong, but he is susceptible to disease.

Eoganachta Asizinod likes horn, silver, nickel, bandfire, opal, blind, cave, bear, leather, the color mint green, mountains, crossbows, traction benches, and crutches. When possible, he prefers to consume dwarven wine. He absolutely detests lizards.

He has very good focus, a good kinesthetic sense and good intuition, but he has a little difficulty with words, a shortage of patience, poor analytical abilities, an iffy memory, a questionable spatial sense, next to no empathy and next to no natural musical ability.

He has a calm demeanor. He rarely feels discouraged. He doesn't handle stress well. He is very distant and reserved. He loves a good thrill. He is often cheerful. He dislikes intellectual discussions. He is slow to trust others. He is not affected by the suffering of others. He is disorganized. He possesses great willpower. He gets distracted during conversations when he's exasperated. He drums his fingers when he's trying to remember something. His voice trails off whenever he tries to remember something. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I forgot to add it here, but in the fort he is indeed marked with a "II"

Quote from: wlerin on September 26, 2012, 09:22:52 am

As to Eoganachta, from my Legends notes:

Quote

Kosoth has been mayor since late spring 771. The year after her sister, and Kogan's mother, died.

Eoganachta III, and 12 other dwarves died that same month.

Unless there was an Eoganachta IV, your dwarf was killed in 772 along with the (current?) mayor's sister and my (now deceased) avatar's mother,---ahem, make that 771, I worded the original poorly. The other two were killed in 770 along with General Eoganachta.

Thanks for the Dorfing.  
There does seem to be a high occupational hazard when overseeing Deathgate.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **tryrar** on **September 27, 2012, 02:22:25 am**

Quote from: Eoganachta on September 27, 2012, 01:49:47 am  
Thanks for the Dorfing.  
There does seem to be a high occupational hazard when overseeing **Dwarf Fortress**.

FTFY

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 27, 2012, 02:52:28 am**

I'll relabel him as Eoganachta IV when I play in a bit. Not much has happened in my year, so the next update will run to the end of the year as diary entries like the previous ones.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 27, 2012, 07:08:27 am**

There wasn't an Eoganachta IV.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 27, 2012, 07:20:06 am**

Quote from: wlerin on September 27, 2012, 07:08:27 am  
There wasn't an Eoganachta IV.

I don't know what you're talking about...

>.>  
  
<.<  
  
>.>

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 27, 2012, 07:51:18 am**

>\_>  
  
<\_<

Just me mumbling to myself. Still half asleep and such.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **September 27, 2012, 11:44:35 am**

Oh, good. I was worried that there were still dwarves in the world we hadn't put through the meatgrinder that is Deathgate.  
  
I sincerely hope this "civ death" issue gets addressed. This really does feel like a cruddy way for a fort to end; slow death by attrition rather than flaming death by mass tantrum.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 27, 2012, 11:57:22 am**

It's not so bad for single-player forts, as you can just breed and breed until you have the numbers necessary to do things again. Can't really do that in the space of an in-game year though.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **September 27, 2012, 12:21:11 pm**

Even in single player, a homicidal ghost who can't be put down kinda limits your options.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 27, 2012, 12:29:47 pm**

True. But that's a different bug, one that we could easily smith out if we weren't about to end the fort anyway.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Urist McDwarfFortress** on **September 27, 2012, 01:37:27 pm**

Quote from: Eldes on September 27, 2012, 12:21:11 pm  
Even in single player, a homicidal ghost who can't be put down kinda limits your options.  
I believe that bug has been fixed in the current issue. Its only a problem in DG because, IIRC, its running on an older version. Also, Terry.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **GentlemanRaptor** on **September 27, 2012, 02:50:54 pm**

Quote from: Urist McDwarfFortress on September 27, 2012, 01:37:27 pm  
Quote from: Eldes on September 27, 2012, 12:21:11 pm  
Even in single player, a homicidal ghost who can't be put down kinda limits your options.  
I believe that bug has been fixed in the current issue. Its only a problem in DG because, IIRC, its running on an older version. Also, Terry.  
D'ya think he'll be back for DGII?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EvilFuzzy9** on **September 27, 2012, 03:54:54 pm**

Quote from: GentlemanRaptor on September 27, 2012, 02:50:54 pm  
Quote from: Urist McDwarfFortress on September 27, 2012, 01:37:27 pm  
I believe that bug has been fixed in the current issue. Its only a problem in DG because, IIRC, its running on an older version. Also, Terry.  
D'ya think he'll be back for DGII?

It wouldn't be Deathgate without him. :P

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 28, 2012, 11:16:52 am**

Quote from: ThatAussieGuy on September 27, 2012, 02:52:28 am  
Not much has happened in my year, so the next update will run to the end of the year as diary entries like the previous ones.

How close are you to completing the project? And if you can't finish by the end of the year, how long do you estimate it would take beyond that? Are there enough supplies?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 28, 2012, 09:23:46 pm**

I'm two months from the end of the year (Borderlands 2 arrived and... delayed me a little). I have mandates set for adamantine screwpump components (though the dwarves aren't actually making them for some reason), and all the digging spots are in place for the

pumpstack and how to power it. If someone can figure out what's keeping them from actually digging, it should all go like clockwork.

Title: **Re: Deathgate - GÃ¶tterdÃ¶mmerung (Succession Game)**  
Post by: **Eoganachta** on **September 29, 2012, 12:28:09 am**

Quote from: ThatAussieGuy on September 28, 2012, 09:23:46 pm

I'm two months from the end of the year (Borderlands 2 arrived and... delayed me a little). I have mandates set for adamantine screwpump components (though the dwarves aren't actually making them for some reason), and all the digging spots are in place for the pumpstack and how to power it. If someone can figure out what's keeping them from actually digging, it should all go like clockwork.

Make burrows around the work site and the food and drink stockpiles and assign your miners to them. That should force them into the area.

Title: **Re: Deathgate - GÃ¶tterdÃ¶mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 29, 2012, 12:35:06 am**

They should be going there anyway - it's near the BATTERY and they immediately rushed to channel into the aquifer pool when I set those digging designations.

Title: **Re: Deathgate - GÃ¶tterdÃ¶mmerung (Succession Game)**  
Post by: **wlerin** on **September 29, 2012, 01:36:59 am**

Have you tried putting the CIV alert on Inactive? It was set to Mitchewawa's burrow, which I think was supposed to be the entire fort interior but maybe he missed a spot.

After a brief perusal of the save, it seems floor 124 (using the black numbers) was missed almost entirely by that burrow. I remember there was a connecting passage marked for mining that was ignored most of my turn, until I briefly disabled the civ alert after opening the front gate.

And... on floor 134, where you are building the magma intake, only the storeroom above the dining hall is marked. The rest, including the stairs you are trying to dig to the volcano from, are outside the burrow designation.

So yeah. Turn off the civ alert.

Title: **Re: Deathgate - GÃ¶tterdÃ¶mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 29, 2012, 02:14:10 am**

Yup, that caught it. I'd already tried expanding the burrows around the intended work area, but they didn't go to them. Disabling the alert has gotten them digging.

Edit: Update and game save coming shortly.

Title: **Re: Deathgate - GÃ¶tterdÃ¶mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 29, 2012, 03:30:20 am**

Sandstone 19  
Degol (?) Monangzon has surprisingly created something worthwhile - an adamantine floor hatch.  
The decoration is... very blue.



Timber 15

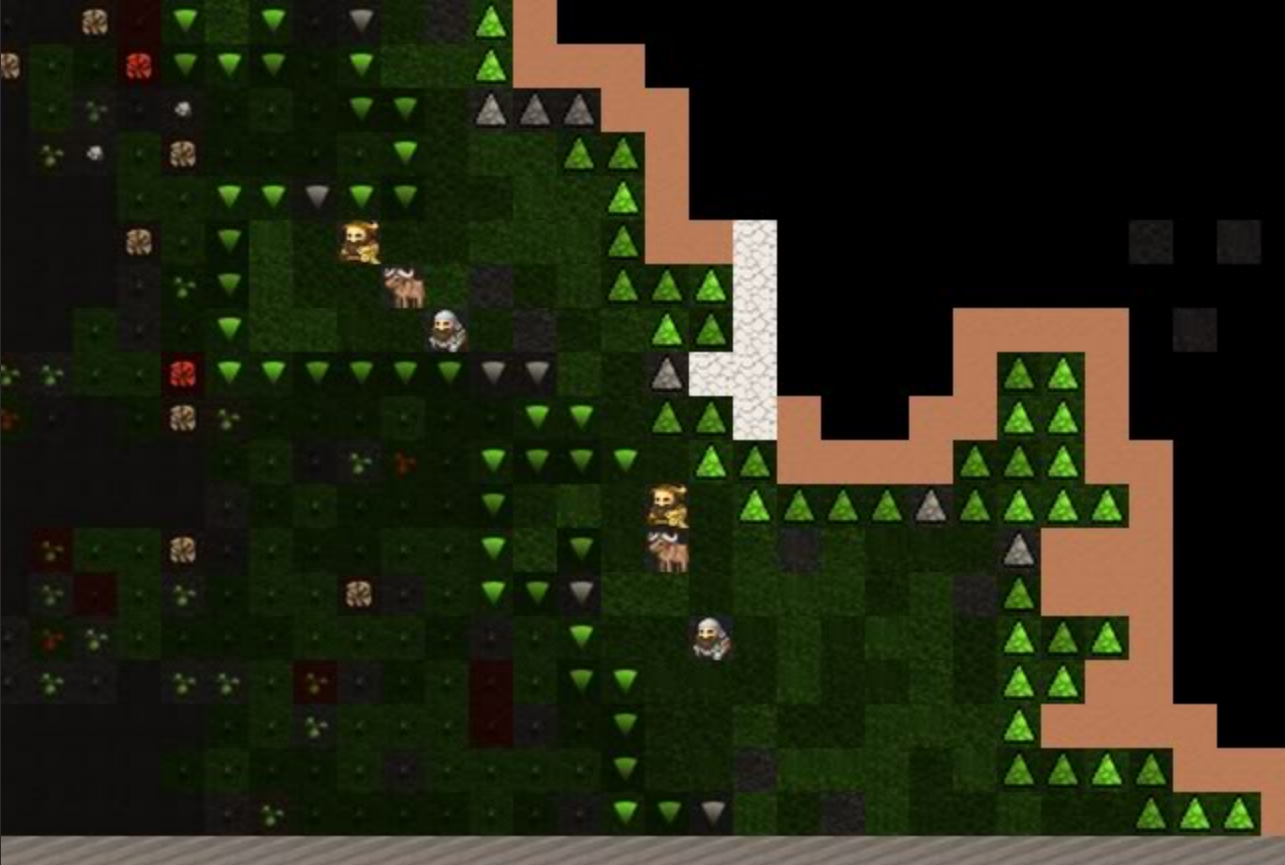
➡A caravan from Ushat Usan has arrived.

What

But...

We aren't the last ones left?...





There is so little time and so much that must be done, lest they depart without realizing Deathgate is alive and well. I have begun beating every dwarf I encounter, looking for someone - anyone - that might know just which lever operates the main drawbridge.

Moonstone 3

We are fortunate this day. The bridge is down and a Trade Depot has been set up. The caravan is now safe within our walls and I have given orders for goods to be placed in the Depot. We will let the world know that this bastion of madness still lingers on.

Moonstone 12

I have given the merchants four of our adamantine weapons, each a veritable kings ransom in their own right. In exchange I purchased some cages, picks and anvils, as well as their entire stock of booze and cheese so that we can celebrate this most pleasant surprise.

Opal 8

Ouroboros ran past my office in the nude, claiming to be Yelesom (who's been dead for quite some time now) and is presently growling and drooling spit in a corner of the Hellbunker. Must be Tuesday.

Opal 11

Another of our number has fallen victim to the undead haunting this infernal fortress. Thaddeus died near the BATTERY while working on one of the waterwheels. Though I did not witness the act, the stretch of hallway coated in his blood tells all.

We number 33.

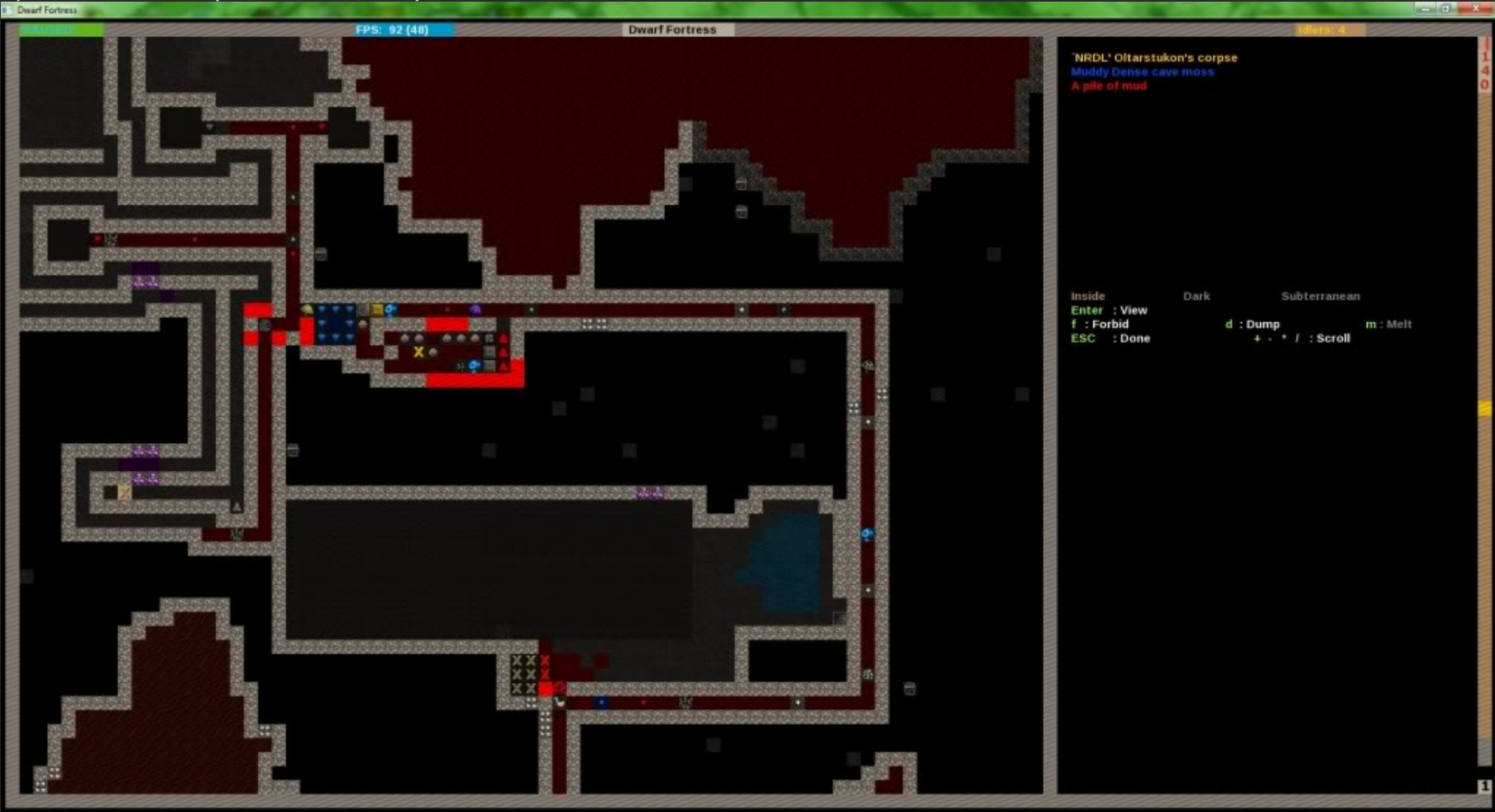
Obsidian 7

It is the last month of my overseership and I have garnered mixed results from my efforts. The BATTERY is primed and ready for use, but Operation Red Shield has barely begun due to a former overseer mandating that all labourers were to remain in restricted zones. This has been rectified and I can only hope that the next madman in charge can follow the plans I laid out correctly.

Obsidian 24

NRDL was found dead today. It seems he walled himself in during a simple masonry job to upgrade the water channels. We number 32.

Spoiler: RIP NRDL (click to show/hide)



Granite 1.

My tenure as Overseer is up, and I have dutifully passed the official Hat and Badge on to the next elected dwarf. I have left notes and plans pertaining to Operation Red Shield, please continue its construction if possible.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **NRDL** on **September 29, 2012, 03:32:18 am**

:(  
  
I'm not even gonna ask for a re-dorf. All I ask is that you don't put down my ghost.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **September 29, 2012, 04:05:42 am**

... Why are you walling that off in the first place ... >\_>

For the next overseer:

Someone needs to do wound dressing and suturing now. The Mad Fool is a bit rusty but he can probably handle it... except that he never seems to do any of his other jobs except diagnosis.

There's also dwarf walled in beside the BATTERY.

My aqueduct is still flowing. If there are FPS issues, the lever to stop it is at hotkey F6 (the only active lever)

Lower Deathgate has only 2 wells left, with 7x9 water each, the remainder of the water channels having dried out completely. This... may be sufficient for 2 years. I don't know. Not like the severely wounded are recovering anyway.

HOWEVER, if successfully activated in its current state, and the water miraculously manages to reach lower deathgate (unlikely) it will flood, since the pressure lock has been bypassed:

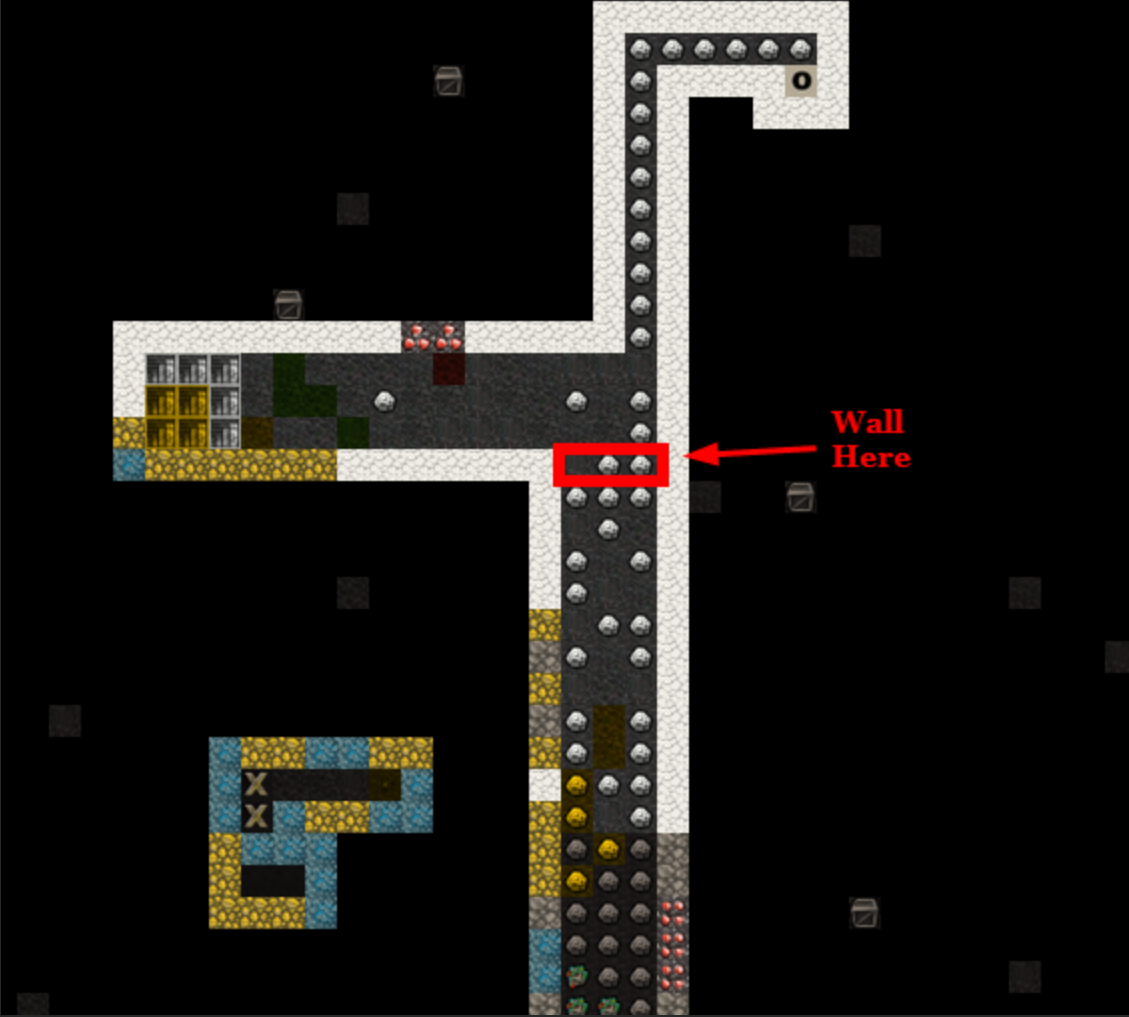


Of course, in its current state the water won't ever reach that far, and if Operation Red Shield is activated without building any new walls to prevent it, the remaining trickle of water from the aquifer will be obsidianized.

This might actually be a good thing, if the overseer desires to active both Red Shield and Thirst-Quencher, as the aquifer can then be tapped at a different point, and a larger volume of water brought into the aqueduct.

Oh, and the front gate is still open. Probably not a good idea.

As far as Operation Red Shield, the BATTERY needs semi-frequent pumping to function (it is currently not powered by the wheels, and I don't see an easy way of transmitting that power, except maybe some floors and gears just north of the pump), so should not be walled off. It'd be better to wall off the upper fort on level 124, in the southern passage.



This gives the Lower fort access to the axles and the BATTERY while preventing the magma from destroying them.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 29, 2012, 06:43:15 am**

The BATTERY is self-sustaining through an aquifer exploit (<http://www.bay12forums.com/smf/index.php?topic=105988.0>). You start it pumping, then get the dwarf to stop and leave it be - the whole point is water flows amongst the aquifer tiles. The power outlet is on the level above, and I've already laid an axle for the pumpstack.

I didn't get NEARLY as much done as I wanted in my year because I spent a vast chunk of it trying to work out why the dwarves weren't doing what I wanted for Red Shield. I had plans to go in and automate the water system, but a lot of that got left undone.

edit: Confirmed with my own tests - Deathgate's BATTERY is operating correctly and generating a stead 9000 uW. It should be higher, but I suspect that's because the pool's not entirely made up of aquifer tiles.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **wlerin** on **September 29, 2012, 10:09:33 am**

Quote from: ThatAussieGuy on September 29, 2012, 06:43:15 am

The BATTERY is self-sustaining through an aquifer exploit (<http://www.bay12forums.com/smf/index.php?topic=105988.0>). You start it pumping, then get the dwarf to stop and leave it be - the whole point is water flows amongst the aquifer tiles. The power outlet is on the level above, and I've already laid an axle for the pumpstack.

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edit: Confirmed with my own tests - Deathgate's BATTERY is operating correctly and generating a stead 9000 uW. It should be higher, but I suspect that's because the pool's not entirely made up of aquifer tiles.

It isn't though. It *should* (just as the old BATTEREY did after my modifications), but it wasn't running when I opened the save. And it doesn't run at full power because the lower left isn't connected to the rest of the system.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 29, 2012, 11:46:55 am**

Of course not, I never started it. It's connected directly to the pumpstack (well, at least the planned connections are) and I didn't put a lever connected to any gearboxes along the axle. The missed half-axle of power is due to me being dumb and needing sleep. There's instructions on the BATTERY that basically state "Start the pump, break it down, then channel where it stood and slap in two more water wheels to complete the thing"

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **wlerin** on **September 29, 2012, 12:51:35 pm**

Ah, well then. Good.

edit: Messaged ignatzami. Hopefully he gets it.

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **EvilFuzzy9** on **September 30, 2012, 08:38:34 am**

If there are any unclaimed dwarves left, I would like to get dwarfed~ No preferences, just want to have some small role in this madness.  
;D

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **tryrar** on **September 30, 2012, 06:11:55 pm**

Ditto here. That'll be, what, Tryrar XIV?(Just kiddin, I kno its not THAT high....)

Title: **Re: Deathgate - GÃ¶tterdammerung (Succession Game)**  
Post by: **NCommander** on **September 30, 2012, 09:10:39 pm**

We now enter Deathgate's finale with its second to last player. Almost afraid to know how it will end ...



Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **September 30, 2012, 09:48:02 pm**

Quote from: NCommander on September 30, 2012, 09:10:39 pm

We now enter Deathgate's finale with its second to last player. Almost afraid to know how it will end ...

If I've set things up right; Fire, brimstone and dwarves trapped underground counting the dead one-by-one.

If I screwed up somewhere; Peace, serenity and a quiet retirement.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **ThatAussieGuy** on **October 02, 2012, 10:32:35 am**

This fort must *riliise* with a mighty bump. Any sign of the guy next in line yet?

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **EvilFuzzy9** on **October 02, 2012, 01:52:01 pm**

No idea. It also doesn't look like the first post has been updated to reflect the end of your turn, so I dunno what to say.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **kefkakrazy** on **October 02, 2012, 03:57:58 pm**

Anima sometimes disappears for short periods, that's not surprising, but what'll we do if Ignatzami misses his turn... Hmm.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **wlerin** on **October 02, 2012, 07:20:32 pm**

Well, Ignatzami logged in this morning... but I haven't heard back from him.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **Eldes** on **October 03, 2012, 08:11:32 pm**

Well, Anima's the last person on the list, so I would say that Ignatzami has until Anima gets tired of waiting for him. Just my two cents.

Title: **Re: Deathgate - GÃ¶tterdÃ¤mmerung (Succession Game)**  
Post by: **AnimaRytak** on **October 03, 2012, 08:54:03 pm**

I honestly didn't realize that Aussie's turn ended already. Glad that Werlin's on top of things though.  
If Ignatzami doesn't answer, then I'll do my best to run Deathgate into the ground in the most epic way possible.

Deathgate - Last Stop: Armageddon!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Lightningfalcon** on **October 04, 2012, 05:44:14 am**

This better end with all the dwarves screaming as they literally burn in hell. Whether it's from lava or exploding booze doesn't matter.  
Either way, this will be fun to watch.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 04, 2012, 06:39:11 am**

Quote from: Lightningfalcon on October 04, 2012, 05:44:14 am

This better end with all the dwarves screaming as they literally burn in hell. Whether it's from lava or exploding booze doesn't matter. Either way, this will be fun to watch.

Actually, that's not a bad idea... Anima, when you do your turn, would you mind streamlining the output of Red Shield so it actually flows directly INTO the small inhabited areas of Deathgate? Hook it up to a lever and come Obsidian, \*Urist McFinale has pulled the lever\*

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2012, 10:41:20 pm**

Ignatzami has not replied.

Therefore.

IT BEGINS.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Pitchblende** on **October 05, 2012, 10:58:40 pm**

Shit just got real.

Have fun!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 05, 2012, 11:26:48 pm**

Blood.  
Steel.  
Magma.  
Stone.

*That is what dwarves are made of.*

**Deathgate, Overseer's Final Diaries -Granite, 781**

Let it be known that while the rest of the world burned or consorted with the demons, we, the Dwarves, struck back by invading the Burning Hells themselves. It was hoped that by invading their domain, the demons would turn their attentions away from the upper realms. It was hoped that the Humans would be released from their demonic enthrallment and join us in our righteous struggle. And it

was hoped that we could crush the demonic taint that poluted this realm forever.

Unfortunately, these things would not come to pass.

For thirty long years, enough time for the first of Deathgate's children to have reached their prime, our fortress has stood as the final stronghold of the Dwarven people. But that is changing. Now our numbers are less than three dozen strong, our finest and bravest warriors are but mere memories, and most of our strongest men and women are sickly with demonic blisters that leave them bedridden. We are the last of the dwarves; too few to survive for more than a handful of generations at best. Soon, our noble history will fade into the darkness of time as our light fades.

And yet the world above doesn't care.

The damn humans; they worship the demons now. Willingly, they submit their minds and bodies to the foul hell spawns' insidious desires. They plot against us, poison us, and strike at us when we our vulernable. The kobolds, the goblins, they are no better. All of the other races move against us and all of them shall pay. Alas, our numbers are too few to build an army, but we still have but one card left to play. The foul horde that has been held at bay by the great stone doors of the Hellbunker. They crave the blood of all races. And their numbers are endless.

We have formulated a plan, Operation Helldawn. We shall seal ourselves within Lower Deathgate with no way of entry or escape. And then we shall release the foul horde onto the surface world. And while it burns, we shall drink and drink until we have had our fill.

The last chapter of the dwarves shall be written by us. Because there shall be no one else alive who can write it.

**Death to the surfacers. Death the demons!**  
**Long live the Dwarves of the Basement of Murder!**

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Blade Master Model 42** on **October 05, 2012, 11:38:20 pm**

Give them filthy surface dwellers what they deserve!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 06, 2012, 01:47:14 am**

I'm tempted to go take an adventurer in DG and go try and slaughter that blasted demonlord.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NRDL** on **October 06, 2012, 02:59:30 am**

So THIS is the dwarven equivalent of a nuclear strike.

Cool. It's going to be hell trying to seal all exits and entrances.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 06, 2012, 08:28:38 am**

Quote from: NCommander on October 06, 2012, 01:47:14 am

I'm tempted to go take an adventurer in DG and go try and slaughter that blasted demonlord.

I've already suggested that after the fall of Deathgate, someone takes the last Dwarf in the world and goes on a rampage to slay the llama demon king.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 06, 2012, 11:36:11 am**

Quote from: kefkakrazy on October 06, 2012, 08:28:38 am

Quote from: NCommander on October 06, 2012, 01:47:14 am

I'm tempted to go take an adventurer in DG and go try and slaughter that blasted demonlord.

I've already suggested that after the fall of Deathgate, someone takes the last Dwarf in the world and goes on a rampage to slay the llama demon king.

I'm sure it can be done, but it would take quite a bit of time, something I don't have. If you can do it, then please post the story.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 06, 2012, 08:34:19 pm**

**Deathgate, Overseer's Final Diaries - 2nd Granite, 781**

In order to take our revenge against the Surfacers, our first task will be to seal off Lower Deathgate from the rest of the world. Given the many dozens of twisting tunnels that snake throughout the volcano, this is much easier said then done. Tunnels must first be isolated and sealed off except for a main entrance before anything else can be finished.

At current count, we have eight stairwells connecting Lower Deathgate to the surface. Each of these must be sealed off forever. The order has been dispatched to the masons.

Soon we shall have our revenge.

(God damn. I created Deathgate and I still don't know where a damn thing is!)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 07, 2012, 12:21:40 am**

Quote from: AnimaRytak on October 06, 2012, 08:34:19 pm

**Deathgate, Overseer's Final Diaries - 2nd Granite, 781**

In order to take our revenge against the Surfacers, our first task will be to seal off Lower Deathgate from the rest of the world. Given the many dozens of twisting tunnels that snake throughout the volcano, this is much easier said then done. Tunnels must first be isolated and sealed off except for a main entrance before anything else can be finished.

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Soon we shall have our revenge.

(God damn. I created Deathgate and I still don't know where a damn thing is!)

Eight? Did Aussie dig more? We only had four before, one of which was already sealed. I posted a handy guide on how upper DG is

connected to lower DG in my post.

Anyway, I decided I'm going to do something about that demonlord, and use DFhack to take control of my dwarf as an adventurer and slay that monster.

(my most recent fort just got FB'ed so an A mode run sounds like fun)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 07, 2012, 01:25:23 am**

Well, there's the three ramps, two of which were supposed to be aqueducts... The first aqueduct which is technically sealed by trees... And then a couple of stairways. He might be looking at some of the connecting passages in upper deathgate though, plus he needs a way for the demons to access the surface.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 07, 2012, 01:41:08 am**

**Journal of Id 'NCommander' Matucog Italnis Gesis**  
**1st Granite 781**  
**===**

It has been five long years since my rule as overseer has begun. I've watched us slowly dwindle and die in that time. It is beyond clear that we are officially alone now. A decade has passed since the last time this fort has seen new faces. ThatAussieDwarf worked to try and seal us below, to try and save us, but his efforts were for naught. AnimaRytak has retaken the reigns of overseer. NRDL, and most of my friends have been slain by the ghosts.

We at less than three dozen now ...

In the dining hall, he described his plan. A most horrible plan, one he described with a maniac glee.

*The handwriting becomes extremely shaky at this point ...*

He intends for us to take refuge in the Hellbunker, and unleash what remains of Hell across the Violent Contients ...

By the maker, I thought Anima had fallen into a fell mood, but as he described it, the dining room erupted into applause ...

... if this is to be our legacy, then by Armok, we deserve to die ...

I must shamefully admit I did not have the courage to speak against this plan, but I will not stand by idly. Even now, this madness has begun to fest on our fellow dwarfs. Were I to simply kill Anima, I have this feeling that another would take his place. Deathgate's destiny has been set, there is naught I can do to change that.

NRDL, some years ago, once told me that we are all here for a reason. I didn't believe him at the time, but now?

Now, I think I have finally found it.

**I intend to subvert this plan by ensuring that humankind survives this "Operation Helldawn"**

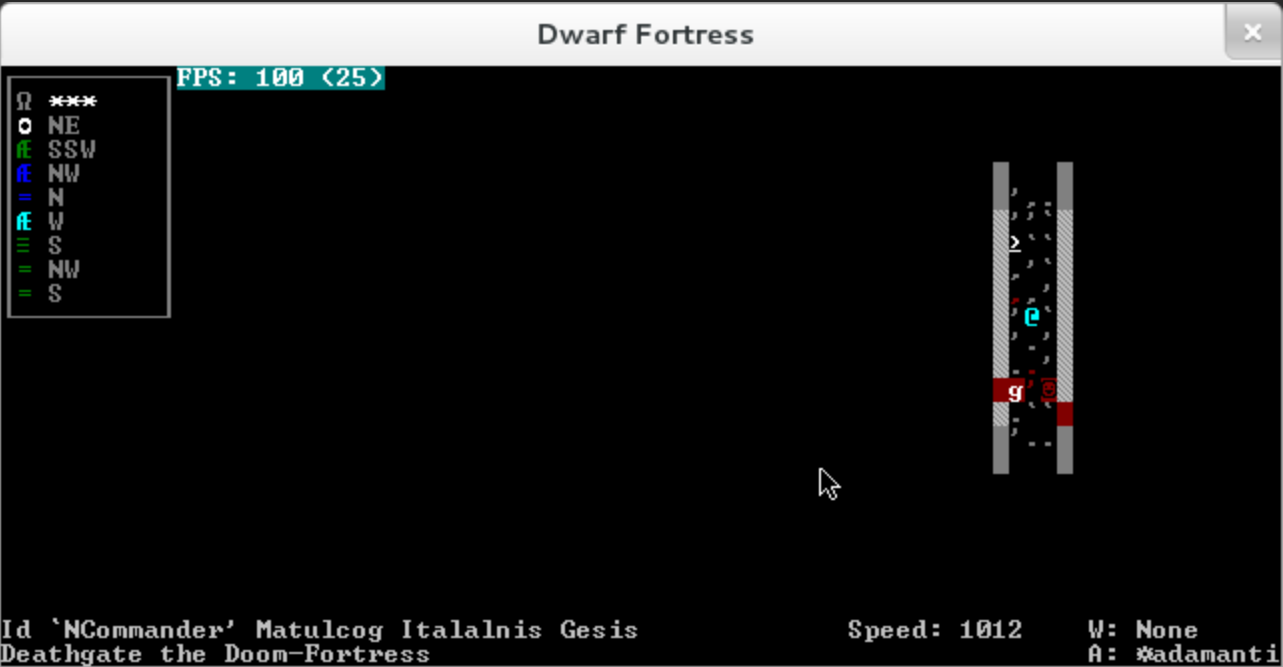
I do not know if there will be any refuge AnimaRytak's plan is set in motion, but my conscious demands I must do something. I have considered even doing the unthinkable and slaying all of dwarvenkind. I have come to realize that would merely delay the inevitable. Time would eventually wear away the walls of the Hellbunker, and the demons would be free to escape. From the moment we breached hell, this world's fate was thus sealed.

By the end of the century, this world will pass into an Age of Emptiness unless something drastic is done ...

We have known for many-a-year that the humans are lead by a demon lord. A lord who escaped the underworld years before the winds of fate brought any of us to Deathgate. The humans have been taught to respect power, and force. Though I'm loath to manipulate anyone, I can use this to my advantage. If this lord was to be slain, I may be able to convince some humans to flee ...

I do not know if there is any sanctuary to be found, but my consciousness demands I must at least try. Even if it is all for naught, I must do this deed.

Thus, upon this day, I shall renounce my citizenship from the Basement of Murder.



Before I leave, I shall relieve Deathgate of a set of adamantine armor, and a set of provisions. Such minor items will not be missed. With my crossbow at my side, I shall head to the surface before the entryways are collapsed.

With this final entry, I prepare for my journey, and bid my home farewell ...

**FPS: 100 <23>**      **Id 'NCommander' Matulcog Italalnis Gesis**  
**A short, sturdy creature fond of drink and industry.**  
**Her left foot is blistered. Her right foot is blistered.**  
**Her copper eyes are slightly protruding. Her teeth are crowded. She has**  
**an angular chin. Her very long hair is braided. Her cinnamon skin is**  
**wrinkled. Her left upper arm bears a straight scar. Her nose is somewhat**  
**broad. Her eyebrows are short. Her hair is pale taupe mixed with gray.**



FPS: 100 <24>

Dabbling Mason 426/500  
Dabbling Tanner 30/500  
Dabbling Grower 60/500  
Dabbling Strand Extractor 30/500  
Dabbling Metalsmith 24/500  
Novice Hammerdwarf 564/600  
Great Marksddwarf 8/1600  
Dabbling Shield User 228/500  
Dabbling Armor User 268/500  
Legendary Siege Operator 500/2500  
Dabbling Mechanic 304/500  
Dabbling Building Designer 180/500  
Dabbling Crutch-walker 0/500  
Expert Pump Operator 1280/1300  
Proficient Swimmer 498/1000  
Dabbling Persuader 311/500  
Dabbling Negotiator 338/500  
Dabbling Judge of Intent 317/500  
Dabbling Organizer 130/500  
Adept Intimidator 684/1200  
Dabbling Conversationalist 339/500  
Dabbling Comedian 341/500  
s: View Attributes 3h: Health k: Kills d: Desc y: Cust  
Dabbling Consoler 311/500  
Dabbling Pacifier 315/500  
Novice Student 10/600  
Novice Concentration 10/600  
Dabbling Observer 51/500  
Dabbling Leader 410/500  
Dabbling Teacher 140/500  
Competent Fighter 419/800  
Great Archer 96/1600  
Dabbling Wrestler 365/500  
Dabbling Biter 12/500  
Dabbling Striker 270/500  
Skilled Dodger 471/900  
Dabbling Misc. Object User 16/500  
Novice Potter 0/600  
Average-sized for a dwarf  
Speed: 1012

upper body  
lower body  
head  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot

MarksddwarfFPS: 100 <24>

High Strength  
Above Average Agility  
High Toughness  
High Endurance  
Average Recuperation  
Average Disease Resistance  
Very Low Analytical Ability  
Below Average Focus  
Superior Willpower  
Above Average Creativity  
Above Average Intuition  
Below Average Patience  
Low Memory  
Average Linguistic Ability  
Below Average Spatial Sense  
Very Low Musicality  
Above Average Kinesthetic Sense  
Above Average Empathy  
Below Average Social Awareness  
Average-sized for a dwarf  
Speed: 1012

upper body  
lower body  
head  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot

The Kills of FPS: 100 <24> Matulcog Italainis Gesis

Six Notable Kills  
  
Osnun Hawkpoison the goblin, b. 519 d. 777  
Ngoso Stolentangles the goblin, b. 599 d. 777  
Snang Fleshydooms the goblin, b. 501 d. 777  
Azstrog Frozendemon the goblin, b. 587 d. 777  
Olngö Dreadchanneled the goblin, b. 515 d. 777  
ùshrir Authorcoal the dwarf, b. 772 d. 781  
  
One Other Kill  
  
One gander in Deathgate the Doom-Fortress

OOC: Its a pity we lost the red monster sword. I'd be tempted to make myself fireproof and use it against the demonlord. I could try going back to the 777 save before it was lost and grab it then. Course, I need a way to put !!myself!! myself out. We need a dwarven fire extinguisher ..

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NRDL** on **October 07, 2012, 05:06:12 am**

Awesome. Although I don't remember saying anything of the kind :P

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 07, 2012, 05:11:24 am**

Anima, how goes progress on Operation Red Shield? Unless it's been completely abandoned in favour of your own insane plan, that is.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 07, 2012, 05:23:52 am**

Quote from: NRDL on October 07, 2012, 05:06:12 am  
Awesome. Although I don't remember saying anything of the kind :P

Well, I decided to use your dwarf as a friend for my dwarf (since they were both squadmates). If you dislike the charactization, I'll dump it (and avoid mentioning you again)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NRDL** on **October 07, 2012, 05:27:16 am**

Nah, it's great.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 07, 2012, 08:09:13 am**

So, I managed to raid the archives, collect loads of good weaponry, and explore DG.

When I tried to fast travel, this happened ...

```
The Human Bowyer stands up.
The Human Weaponsmith stands up.
The Human Animal Caretaker stands up.
The Human Farmer stands up.
The Human Gem Cutter stands up.
The Human Merchant stands up.
The Peasant stands up.
The Human Merchant stands up.
The Peasant has died of old age.
The Human Merchant stands up.
The Human Merchant stands up.
The Peasant has died of old age.
You have died of old age. [DONE]
```

Of all the ways to die in A mode, that \*has\* to be a first.

I'm guessing my method of turning my dwarf into an adventure bugged up my copy of the save. I think I'll have to make a legit adventurer, raid DG, collect the weapons of lore, and kill that llama demon. I'll think about doing just that when I get back to PDX in ~6 hours.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 07, 2012, 10:14:49 am**

Quote from: ThatAussieGuy on October 07, 2012, 05:11:24 am

Anima, how goes progress on Operation Red Shield? Unless it's been completely abandoned in favour of your own insane plan, that is.

Truthfully, I'm not entirely certain how to get the thing working or what it'll do. But I'd like to use it to flood the area's around Lower Deathgate with magma.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **zapte** on **October 07, 2012, 12:17:07 pm**

After reading 165 pages of dwarven overseer history I'd like to say, that this is one of most epic community run fortresses I have read about.

I consider myself dwarf fortress novice (for now all my experiments in dwarven advanced science and engineering have ended with magma, steam baths, drowning and fun), so I tip my hat to all of you, who have imagined, designated and built some overly complex and mind boggling contraptions, that work for at least some time. Until someone comes and improves the design. Or digs another stairwell. Or aqueduct...

May Deathgate find it's end through fire and flames!

/me leaves to continue dwarven pet dragon training project...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 07, 2012, 06:12:50 pm**

So I gave up trying to use my dwarf wholesale, and did a "still alive" abandon on the fort which will let me get crap and prevent dwarfs and items from scattering. I also went and found the llama demon, and he's going to be a fucking pain to deal with. The blasted demon has a breath attack that throws frozen extract around, but my test adventurer didn't live long enough to see what it actually does.

After a bit of Z-z-z-z's, I'll get some updates up on Id's plan to subvert Operation Hellspawn and the surely epic battle to follow with that llama demon. (I suppose then canonically, there are two Id's. One in Deathgate, and one maiming stuff. I think I know how to deal with in the narrative. Bahaha).

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 07, 2012, 08:09:15 pm**

Quote from: AnimaRytak on October 07, 2012, 10:14:49 am

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Anima, how goes progress on Operation Red Shield? Unless it's been completely abandoned in favour of your own insane plan, that is.

Truthfully, I'm not entirely certain how to get the thing working or what it'll do. But I'd like to use it to flood the area's around Lower Deathgate with magma.

It's a pumpstack that will flood upper Deathgate in magma. Start from F7, then look north-east and up a few z-levels. You'll be able to follow it. There's notes around the BATTERY for how to start it.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 07, 2012, 11:54:24 pm**

God damn, the Hell Bunker sure got big!

I've used the dwarven [SPEED:0] tag to speed this process along. Hopefully it should shave some time off of my task here.

Also I found a one-armed mason starving to death in the new BATTEReY. I've let him out.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 08, 2012, 04:39:34 am**

On a completely unrelated side note, I found a way that the red monster sword \*can\* be used, so I hope to have everything up for the adventure updates I've done sometime today-ish.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 08, 2012, 03:20:45 pm**

NCommander, if you manage to kill the llama demon king with the red monster sword, you will officially be the greatest hero ever.

You would just have to reload a pre-Eldes save so that the red monster sword still *exists*.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 08, 2012, 04:33:20 pm**

Well, before the two Eternals took it with them out of that dying world.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 08, 2012, 09:02:10 pm**

Quote from: kefkakrazy on October 08, 2012, 03:20:45 pm

NCommander, if you manage to kill the llama demon king with the red monster sword, you will officially be the greatest hero ever.  
You would just have to reload a pre-Eldes save so that the red monster sword still *exists*.

If NCommander becomes the greatest hero, does this mean the two of us will be destined to fight to the death?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 09, 2012, 04:12:46 am**

Quote from: ThatAussieGuy on October 08, 2012, 09:02:10 pm

Quote from: kefkakrazy on October 08, 2012, 03:20:45 pm  
NCommander, if you manage to kill the llama demon king with the red monster sword, you will officially be the greatest hero ever.  
You would just have to reload a pre-Eldes save so that the red monster sword still *exists*.  
If NCommander becomes the greatest hero, does this mean the two of us will be destined to fight to the death?

I'll create an army of angels, you harvest the forces of evil, and we'll meet in a fort someday and have a battle that will be engraved in legends across the multiverse.

Incidentally, I hit a huge snag :-/. I got an adventure into Deathgate (which wasn't easy due to a FB being teleported to the surface), just to find the red monster sword is MIA in the 778 save. Its present BEFORE though I change the mode to adventurer ...

\*grumble\*

I don't want to do a proper abandon because I'll have to eat a few hours of time searching for that blasted thing (though in A mode, it *\*does\** set everything around it, like trees on fire just by bearing nearby). I'll work on this more tomorrow, but that llama demon WILL be on the recieving end of that red monster sword before I'm done.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Mr Space Cat** on **October 09, 2012, 07:10:58 pm**

So I had been reading this fort shortly after getting into DF and finding the forums, but before I finally joined.

After finding it's *still* going I had to catch up on it and voice my approval. This fort is incredibly metal, as well as a side of crazy and featuring impossible Lovecraftian geometry and a murderous unknown ghost like something out of Poe's stuff.

Epic stories guys, both of the fort and the potential adventure popping up. Got some fantastic finales going on here! NCommander, if you manage to get that red monster sword and kill the llama demon with it I might just have to get off my lazy bum and make some engravings commemorating its awesomeness.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Blade Master Model 42** on **October 09, 2012, 08:07:43 pm**

Minecarts will serve to make Deathgate II even ~~worse~~ better.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 10, 2012, 04:16:37 pm**

Quote from: Blade Master Model 42 on October 09, 2012, 08:07:43 pm

Minecarts will serve to make Deathgate II even ~~worse~~ better.

Speaking of, anyone remember that post about the minecart railgun? That would be AMAZING if it happened in DGII.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 12, 2012, 12:02:12 am**

Sorry for the delay folks, IRL derped on me somewhat.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NCommander** on **October 12, 2012, 11:31:30 pm**

**Journal of Id 'NCommander' Matucog**  
**27th Granite 778**  
**== =**

I can hardly explain what has happened. As I prepared to leave Deathgate, I saw a ghost ... no, an appreciation of some sort. A silvery figure whom was neither dwarf nor human. They spoke ...

No, spoke is not the right word. I do not know how to describe it. Regardless, it asked, not with words, if I truly intend to subvert the will of my kin. I nodded, and the figure offered their hand. There was a flash of light, and I found myself standing outside of Deathgate, on the wooden hill. Goblins, two squads worth at least, were approaching up the side of the mountain!

I managed to grab discarded breastplate, shield, sword and helm and fled into the wilds and made my way into the wilds. Not long after, a small band of human traders found me, half dead, and brought me to their hamlet. I realize now what has happened.

I have gone back, three years before Operation Hellspawn was ever dreamt up!. The goblins I encountered were the same siege that we encountered at the end of my reign as overseer. I do not understand what the figure intended, but this change gives me time to enact my plans. I may be a marksdwarf by trade, but to defeat that llama demon, I will need to become something more. A swordmaster with no peer. A hero of the humans so I may in turn lead them away from this place.

I do not know where this journey will take me, but I *\*will\** succeed. There is no other choice.

---

OOC: Right, so getting the red monster sword been problematic even with save scumming. When I abandon and reclaim, we have about 20+ goblins running around and at least one Master Lasher and two Axe Lords, and a forgotten beast. When I physically hit the reclaim button, I can see the red monster sword so I can only hope it has survived coming in adventurer mode, else I'll have to use a candy sword. Either way, this demon is toast, and I'll write up my adventures across the world as I go.



Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 16, 2012, 05:29:21 pm**

*This is the way the world ends  
Not with a bang but a whimper.*

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 16, 2012, 08:40:30 pm**

I do hope not. I want to see little ASCII blood and flames and gore and...you get the picture.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 17, 2012, 12:05:34 pm**

OOC:  
Sorry folks. IRL has gotten a bit busy. Between working full time, packing for a cross-country move that happens in under a month, and a Minecraft addiction, I've been far too lazy about Deathgate.

Also, screens will be sparse. Deathgate's corruption is to the point that many ASCII tiles are incorrect now.

---  
**Deathgate, Overseer's Final Diaries - 25th Granite, 781**

Our masons have walled off the tunnels leading upwards; save the main stairwell leading to Upper Deathgate. Construction has now begun on Operation: FUCKHUMANS; an escape tunnel leading to surface and bypassing Deathgate entirely.

**10th Slate, 781**  
The lack of skilled masons in Deathgate impedes the progress of Operation FUCKHUMANS. More tunnels need sealed before the demonic hellspawn can be unleashed.

As I content myself with shouting at the lazy masons, I here screams coming from the hospital. Not the usual blood curling screams of agony or the sobbing tears that begged for death; no this scream was a roar of anger.

As I strode into the blood and pus covered room, I notice The Mad Fool is storming about, waving his fists in the air while he screams in a voice that wasn't his. The mason that had followed me into the place recognize the voice as Yelesom's ghost. Before we can handle the situation, the quack storms out of the hospital and hides himself away in the Hellbunker.

It seems in Deathgate, the dead can now possess the living.

**18th Slate, 781**  
Shorast Amnekoltar has been possessed. This is the second case of possession in two weeks. The situation is dire and our time is short. FUCKHUMANS must be complete.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Just Some Guy** on **October 17, 2012, 02:20:25 pm**

Before Deathgate falls, upload the map to DFMA. I want to see the madness.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 17, 2012, 03:18:13 pm**

The ASCII corruption can probably be fixed by deleting the raw/objects folder within the save and replacing it with one from whichever graphics pack you are using. Unless it actually is corrupted, in which case bad, bad Terry.

Also.... erm... can ghosts or possessed dwarves wreck *bridges*? Because that could end badly...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 17, 2012, 03:50:31 pm**

One of the dwarves that berserked under possession during my tenure was able to bulldoze a candy road someone built in the Hellbunker, so I'd imagine that it's at least possible; I don't know how bridge demolition functions.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **scaliper** on **October 17, 2012, 06:03:23 pm**

Quote from: kefkakrazy on October 17, 2012, 03:50:31 pm  
One of the dwarves that berserked under possession during my tenure was able to bulldoze a candy road someone built in the Hellbunker, so I'd imagine that it's at least possible; I don't know how bridge demolition functions.  
If the bridge is down, it can be destroyed. However, if the bridge is raised, it functions as a wall, and so cannot be destroyed, unless there's a subtlety of which I am unaware.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 19, 2012, 10:46:59 pm**

**18th Slate**  
The possessed child has created a scepter constructed of raw adamatine.

This is a raw adamantine scepter. All crafts dwarfship is of the highest quality. It is encircled with bands of raw adamantine and tin. On the item is an image of waves in raw adamantine. On the item is an image of dwarves in rock crystal. The dwarves are laboring. The artwork relates to the foundation of Deathgate the Doom-Fortress by The Death-Hammers of Wrath of The Basement of Murder in the early spring of 751.

Such an artifact calls back to the noble founding of Deathgate, before the humans conspired against us. and its worth 904,800 dwarfbucks.

Whatever entity possessed this child has my respect.

**19th Slate**  
Morul Udariden was found starving to death in a hole after being walled off inside a tunnel. He was rescued and quickly made his way to the booze stockpile.

Another needless dwarven death averted.

**21st, Slate**

Seeing the sorry state of Mitchewawa's dessicated bones, I've ordered his body laid to rest in the am empty hospital storeroom. We need his bed for the sick and injured.

Many of our dead remain separated from the stone. After FUCKHUMANS is completed, I would like to create a necropolis to honor their sacrifice.

**24th, Slate**  
Despite having seven masons in Deathgate, the walls I've ordered constructed still have not been finished. In fact, work has not even begun on them.

Lazy, beardless bastards.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 20, 2012, 05:01:37 pm**

Gonna go ahead and make the obligatory "Are the burrows kosher?" statement, because it seems like every overseer since before me has had issues with burrows... 8)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 25, 2012, 01:19:23 am**

OOC: I deleted all Burrows except Michekawa's updated burrow, Terry problems have been solved.

**16th Felsite**  
After some whippings and beatings, our masons have finally finished the walls I ordered built. Along with the bridge to FUCKHUMANS. Now, our secret weapon is the only access point from Lower Deathgate to the surface.

Every last dwarf has been called into Lower Deathgate. No one is to be outside.

FUCKHUMANS shall be released now.

One of our finest miners, a child of two no less, is sent to dig the final tunnel into Hell. We seal off the tunnel behind him as he digs and pray his death is a quick one. Our sentries on the Hellbunker report a breach in the ceiling shortly after. The miner's pick has reached its goal.

To our amazement, the child returns unharmed a few minutes later with a satisfied grin on his face.

Our Master plan has been complete. A path from Hell to the surface has been complete and Lower Deathgate has been sealed off from the world entirely. Deathgate shall be vindicated.

May the surfacers die in agony.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Blade Master Model 42** on **October 25, 2012, 01:27:26 am**

Quote from: AnimaRytak on October 25, 2012, 01:19:23 am  
One of our finest **miners**, a child of *two*

The fuck.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 25, 2012, 02:57:21 am**

Quote from: AnimaRytak on October 25, 2012, 01:19:23 am  
...I deleted all Burrows except Mitchewawa's updated burrow, Terry problems have been solved.  
That's the burrow that's been causing all the problems... >\_>

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 25, 2012, 12:36:46 pm**

Quote from: AnimaRytak on October 25, 2012, 01:19:23 am  
OOC: I deleted all Burrows except Michekawa's updated burrow, Terry problems have been solved.

Flipping knew it! :D

Burrows are the best things ever for messing with other people in a community fort.

Does FUCKHUMANS have a land route to the surface, or is it just a flight route? A lot of the demons in Deathgate actually can't fly, from what I've seen.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **October 26, 2012, 11:54:43 pm**

Quote from: kefkakrazy on October 25, 2012, 12:36:46 pm  
Quote from: AnimaRytak on October 25, 2012, 01:19:23 am  
OOC: I deleted all Burrows except Michekawa's updated burrow, Terry problems have been solved.  
  
Flipping knew it! :D  
Burrows are the best things ever for messing with other people in a community fort.  
Does FUCKHUMANS have a land route to the surface, or is it just a flight route? A lot of the demons in Deathgate actually can't fly, from what I've seen.

It's a stairwell leading straight to the surface, however they have to fly to reach the candy spire.

Should the demons be unable to escape, then I'll build a stairwell into hell and let them out that way.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 27, 2012, 01:15:46 am**

Of course, all this actually does is give Mr. Llama demon and his human hordes a direct route to reconquering the demon realm. But ah well. Better them than the goblins I suppose.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Pitchblende** on **October 27, 2012, 12:25:29 pm**

Gods of Deathgate and their worshippers.

**Ardent Worshippers, Faithful Worshippers**, Worshipper, Casual Worshipper, *Dubious Worshipper*

Mistem Pillarlute, God of creation, crafts and metals. Takes the form of a male dwarf.

**Thaddeus Tyrar II Neyvn Tyrar I Iggy McNatz III Frying Doby AnimaRytak III Iggy McNatz II noodle I UristMchuman Jjgamor I** Jjgamor II Maxwell Edison Iggy McNatz I Tiny Tim Eoganachta II Karakzon II Yourfears II Nota Krosan I Turdbeard Baelor I Irony Irony II Vector Qwerk Narqulie Super Tyrar Krosan II noodle II Velard I Baelor the Fourth Yourfears *JohnnyDigs Baleor the Barbarian jocgame Blade Master, Captain Kenbo II Chosen Bun*

Moldath, God of caverns and mountains. Takes the form of a male dwarf.

**Ouroboros Krosan Yourfears II Grazz Tundra The Mad Fool Narqulie II Baelor the Fourth Baelor Steelstand Sethol** Vector Qwerk Baelor the Third Conan Baelor I TacoBell Baelor the Bastard Alex the Red Irony II Kenbo II Derm noodle I Dariush Jamesadelong Atomic Avocado General Eoganachta Mitchewawa Ncommander Alexei Noodle III Blademaster,Captain, Karakzon Juana Alkhemia *renegadelobster Lashidang Scaliper II*

Nimrek Blockedhelpful, God of Fortressesess. Takes the form of a male dwarf.

**Velard II Derm Karakzon I Epithemius renegadelobster Turdbeard II Chosen Bun Germane ThatAussieDwarf Sethol Tiny Tim Neyvn Edmus Noodle** Karakzon II Mitchewawa Tyrar III Blead AnimaRytak III UristMcHuman Ovg the Supreme Maxwell Edison IggyMcNatz III Cappstv II Irony Noodle III Kenbo I Krosan Dortiminus Eoganachta Jong Un Creiyd Tyrar II AnimaRytak II, other Overlord Mobo Iggy McNatz I *Grazz Sarus*

Uzol Greendyes, Goddess of trade, wealth, jewels and minerals. Takes the form of a female dwarf.

**Eldes II Noodle, Hauler Eldes I Lashidang Super Tyrar Mobo** Scaliper II Flying Doby Epithemius Thaddeus Atomic Avocado Blademaster, Limbremover Scaliper Jjgamor AnimaRytak II,Overlord Baelor the Bastard Velard II Cptn Brunon Von Stoven III Tundra Dariush Blead Karakzon III Tyrar III Iggy McNatz Cappstv I Juana NRDL Eogannachta III Dortiminus Creiyd Noodle Mideg Alkhemia Velard I Sekra Gog Sarus *Eoganachta II Jamesadelong*

Lun, God of weather. Takes the form of a male dwarf.

**Eldes I Mideg Blademaster, Limb Remover The Mad Fool jocgame Tyrar I** Ouroboros KrosanNcommander renegadelobster Alexei Baelor Steelstand Tacobell Cappstv Al II NRDL General Eoganachta Gog Jjgamor II Sekra Umune Noodle III, Hauler Karakzon III Germane Iggy McNatz II Lashidang ThatAussieDwarf Yourfears AnimaRytak II, other Overlord Baelor the Third Velard II *Eoganachta III Cappstv II*

I saw that Syrupleaf had one of these and thought it would be cool if Deathgate had one too.

I had to take some liberties with some of the names, because many dwarfs either had the same name or very similar names (Noodle, noodle, AnimaRytak II, AnimaRytak II, Karakzon, Karakzon) sorry if I missed anyone. I also couldn't list the ghosts because they were listed as Undead, which meant I couldn't get into their thought screens.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 27, 2012, 01:12:43 pm**

Just wondering what the red monster sword is, I stopped following a while back and decided to check on this place again.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 27, 2012, 05:57:24 pm**

Someone-and we're not entirely sure who, mind-either modded or magnificently glitched the game and managed to create a sword made from the body part of one of the demons of Deathgate.

This body part was *the fire from a demon made of fire*.

The sword was enshrined in a specially-made shrine in the room with the Deathgate emblem (that huge-ass demon face) until it was autodumped and atomsmashed by accident.

It was so hot that it took many, many peasants just dragging it there; every time someone tried to lift it they burst into flames and melted.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 27, 2012, 06:36:47 pm**

Oh, so it was literally called the red monster sword.

Your best bet to equip the sword is do the traditional "melt all the fat off dwarf's body" treatment before equipping I suppose.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 27, 2012, 09:19:17 pm**

I'm not sure if that was tried. Would that help if the red monster burned hot enough to bake non-fat tissue?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **scaliper** on **October 28, 2012, 02:30:53 am**

Quote from: kefkakrazy on October 27, 2012, 05:57:24 pm

Someone-and we're not entirely sure who, mind-either modded or magnificently glitched the game and managed to create a sword made from the body part of one of the demons of Deathgate.

My recollection may be off here, but I know that artifacts can be made from literal any material, so a body-part sword is quite possible.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 28, 2012, 04:59:55 am**

Quote from: scaliper on October 28, 2012, 02:30:53 am

Quote from: kefkakrazy on October 27, 2012, 05:57:24 pm



Someone-and we're not entirely sure who, mind-either modded or magnificently glitched the game and managed to create a sword made from the body part of one of the demons of Deathgate.

My recollection may be off here, but I know that artifacts can be made from literal any material, so a body-part sword is quite possible.

The question is- if the material instantly burned everything, how the hell did that dwarf make it?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **October 28, 2012, 09:06:11 am**

Quote from: katana on October 28, 2012, 04:59:55 am

Quote from: scaliper on October 28, 2012, 02:30:53 am

Quote from: kefkakrazy on October 27, 2012, 05:57:24 pm

Someone-and we're not entirely sure who, mind-either modded or magnificently glitched the game and managed to create a sword made from the body part of one of the demons of Deathgate.

My recollection may be off here, but I know that artifacts can be made from literal any material, so a body-part sword is quite possible.

The question is- if the material instantly burned everything, how the hell did that dwarf make it?

How *dare* you bring logic into this hallowed place of madness! :P

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 28, 2012, 11:06:53 am**

Okay, I checked back, and the sword was made under SethCreiyd. The best suggestion then was to have someone wearing nether-cap gauntlets wield it. I don't know how the sword was made, but I think it was either Terry's fault, or hax from Seth.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **October 28, 2012, 11:09:45 am**

I believe wielding it with fireproof gauntlets was tried, and it resulted in the rest of the dwarf catching on fire. I might be misremembering, though....

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 28, 2012, 03:45:58 pm**

I thought they tried it with candy gloves, but I could be wrong.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **October 28, 2012, 04:07:36 pm**

Would nether-cap gauntlets work better than candy gloves?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 28, 2012, 05:38:18 pm**

Well, they are 10000 degrees Urist, so...maybe. Depends on how hot the sword is.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 28, 2012, 06:04:28 pm**

Since they're perpetually that cold, hopefully it has a cooling effect to balance out the heat on that tile. How do you even make nether cap gauntlets anyway?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **EmeraldWind** on **October 28, 2012, 10:19:32 pm**

Quote from: scaliper on October 28, 2012, 02:30:53 am

Quote from: kefkakrazy on October 27, 2012, 05:57:24 pm

Someone-and we're not entirely sure who, mind-either modded or magnificently glitched the game and managed to create a sword made from the body part of one of the demons of Deathgate.

My recollection may be off here, but I know that artifacts can be made from literal any material, so a body-part sword is quite possible.

This should be mentioned that despite being logical... the demon blade was not an artifact. It didn't even have a name.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Lightningfalcon** on **October 28, 2012, 11:31:21 pm**

What would exactly happen if you were to attack someone with that sword, AFTER not killing yourself through the act of touching it?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Mr Space Cat** on **October 29, 2012, 07:39:57 am**

Assuming this is a generic short sword with vanilla modifiers for velocity, cutting edge, and force behind the attacks, it would really depend on the material it's made out of.

So the question is, can you cut things up with a demon's skin? Otherwise, you'd pretty much be beating people up with a stick made of demon...that's on fire.

More than likely the extreme proximity to the heat combined with hypothetical contact with the material will melt enemies. It's like a dwarven lightsaber!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Lightningfalcon** on **October 29, 2012, 07:56:37 am**

Would demon skin even have cutting edge defined?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 29, 2012, 10:43:11 am**

Would it be like old-version glass? Cuts through literally anything, reload game and suddenly it's worse than wooden swords?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 29, 2012, 11:25:02 am**

Space Cat is right, it would hardly matter how sharp it is.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 29, 2012, 11:37:32 am**

But if the enemy you're fighting is very hot (after all, you made it from one of them), wouldn't it be unaffected by this heat?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **October 29, 2012, 12:10:26 pm**

Hell, the plan is for NCommander to kill a llama demon with it, so that will hardly be an issue.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **October 29, 2012, 12:53:33 pm**

So far as I know nobody was able to find a way to wield it without bursting into flames. NCommander said he had a theory but he was being coy about it so we don't know exactly what he's planning.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **katana** on **October 29, 2012, 01:58:56 pm**

What if it turns out to be a *flaming* llama demon?

Either way, good luck.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **wlerin** on **October 29, 2012, 08:46:22 pm**

Quote from: kefkakrazy on October 27, 2012, 05:57:24 pm

Someone-and we're not entirely sure who, mind

Er, small correction--we do actually know with some certainty who is responsible.

edit: Ah, that was mentioned, nvm. From what I recall, the red monster sword dates from a time period when Terry's powers were not yet made manifest. As such, it was almost certainly the result of some other form of wizardry.

edit2: Ah, my mistake. Terry's advent was at least 3 years prior, with the frosty lava incident.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **October 30, 2012, 02:59:28 pm**

Ha! Terry is not bound by such petty concerns as time and its rational progression!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 02, 2012, 08:39:49 pm**

(OOC: Shit, it's been my turn for almost a month. I fail.)

**Deathgate, Overseer's Final Diaries - 3rd Malachite, 781**

Since the deployment of FUCKHUMANS and the sealing of Deathgate, time has passed slowly. I have had time to re-examine my thoughts. In my zealotry and rage, I released the demons upon the world.

I release the demons from their prison. I gave them their freedom to take the surface as their own just as they desired. I gave them everything. Now they consume the world above while we rot in our self-imposed prison

Was this their plan? To trick us into walling ourselves off from the world while releasing them upon the world? We have been fools. I have been a fool.

My wickedness, and that of my brethren, must be cleansed in fire and blood.

**7th, Malachite**

In order to cleanse ourselves of this taint, I've ordered a channel dug that will pour magma into the heart of Lower Deathgate.



A lever to release the magma has been constructed beneath the hole. I shall be the one to pull it when the time comes.

Before the magma can be deployed, the tunnel must fill with magma. Until it is complete, blood must be spilled.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NRDL** on **November 03, 2012, 01:46:20 am**

ABSOLUTE WIN.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 03, 2012, 03:32:08 am**

Oh sweet Armok, he means to kill us all!

***I LOVE IT!***

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **November 03, 2012, 09:15:52 am**

We must slay the greatest evil the world has ever known.

SUICIDE HOOOOOOOOOOOOOOO!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **November 03, 2012, 11:59:43 am**

Well, it's been fun. See you lot at DGII!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **November 03, 2012, 12:45:11 pm**

From the diary of The Mad Fool, Chief Medical Dwarf:

16th Felsite  
And so, it seems, the fate of the world would be sealed not by the hands of Demons, but by us, the very Dwarves who imprisoned them. And while the world burns, we drink and eat and live here in the darkness of the undermountain. The world above is claimed by the legions of Hell, while the world below becomes our Dominion.

Exquisite.

5th Malachite  
Ever since we walled ourselves off from the world, I have found myself with much less to do, the net effect being that I have had much more time for my experiments. Unfortunately, I often lack for test subjects, which means I have had to go to moderately extensive means to keep my patients alive after their procedures. An annoyance, but ultimately worthwhile.

I have begun to hear whispers, however, that the Overseer has begun a new project, one involving the magma core. The others have not worked it out, yet, I think, but such clues are more than enough for my vast intellect. The Overseer has regained some lucidity, I suspect, for his guilt has now driven him to burn us all. I have seen no need to divulge this to the others, of course. We are, as one, born of Moldath. It is only befitting that Moldath's blood take us in turn.

Besides, I have been here for a long time, and life in Deathgate has grown...monotonous. Melting would be a nice change of pace. After all, I've never melted before. I must remember to take notes on the experience.

7th Malachite  
My suspicions have been confirmed. How marvelous.



Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **November 03, 2012, 12:47:41 pm**

[Oops, hit Quote instead of Modify. Please ignore.]

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 06, 2012, 12:17:19 am**

**8th, Malachite**  
I've ordered all of our crafts dumped into the magma as a testament to the gods we have forsaken. They will not buy us salvation, but perhaps our deaths will be quick.  
Additionally, I've ordered our workshops dismantled.

**20th, Malachite**  
The ghosts of Deathgate are angry. One stoneshaper has been possessed and is tantrum throughout Lower Deathgate, a child was battered, and the ghost of our comrade Baelor is toppling furniture.

**27th, Malachite**  
Despite the Mad Fool's complaints, I've shut down the hospital to new patients. He can continue his experiments until the magma takes it, but I don't need another drain on our manpower while we dismantle this fortress.

**29th, Malachite**  
I've ordered all animals slaughtered. Their corpses will be left to rot in the dining hall as sign to the gods.

**17th, Galena**  
During my meditation, I felt a darkness approach us. A goblin army marches at our surface and thirsts for our blood. No matter, Deathgate is sealed.

In better news, the sacrifices to our gods goes well, and while many craftsman are upset at their masterworks being melted down, such sacrifice is a pittance compared to what is to come. The magma tube is filling. Soon we all shall burn in effigy to the dwarven people and, I hope, our souls may be saved.

(OOC: Shit post. Was really hoping to get some dwarves to go berserk.)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **NRDL** on **November 06, 2012, 12:19:22 am**

Are there any demons on the surface?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **SanDiego** on **November 06, 2012, 07:11:27 am**

It's interesting how Deathgate went from little dwarven colony to what's basically cancer on the face of planet.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **November 06, 2012, 09:33:27 am**

Quote from: SanDiego on November 06, 2012, 07:11:27 am  
It's interesting how Deathgate went from little dwarven colony to what's basically cancer on the face of planet.

...so it's never really changed?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 06, 2012, 04:00:31 pm**

Quote from: NRDL on November 06, 2012, 12:19:22 am  
Are there any demons on the surface?

I don't believe so. Hell is so utterly devoid of demons its hard to tell.  
We really, really did a number to the demon's population.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **November 06, 2012, 05:22:08 pm**

Lo! It the armageddon of demon legions marching out to fill the world with blood and horror!!! Only... nobody showed up...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Yuli Viasi** on **November 11, 2012, 06:50:07 am**

What a bummer...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Eoganachta** on **November 11, 2012, 09:35:24 pm**

How is our little Armageddon coming along?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 15, 2012, 12:41:51 am**

I'm really sorry folks. Time snuck up on me and I just moved across the country from Ohio to New Mexico. I'll be busy the next few days but I promise I'll finish this beast soon.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Blade Master Model 42** on **November 15, 2012, 12:56:23 am**

Quote from: AnimaRytak on November 15, 2012, 12:41:51 am  
I'm really sorry folks. Time snuck up on me and I just moved across the country from Ohio to New Mexico. I'll be busy the next few days but I promise I'll finish this beast soon.

Out of curiosity, are waiting for the next update with the new tree and combat stuff for Deathgate 2?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 15, 2012, 10:54:45 am**

Quote from: Blade Master Model 42 on November 15, 2012, 12:56:23 am

Quote from: AnimaRytak on November 15, 2012, 12:41:51 am

I'm really sorry folks. Time snuck up on me and I just moved across the country from Ohio to New Mexico. I'll be busy the next few days but I promise I'll finish this beast soon.

Out of curiosity, are waiting for the next update with the new tree and combat stuff for Deathgate 2?

I've gotta finish this turn first. I'm not sure how DG2 will go yet.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ArchAngel** on **November 18, 2012, 02:39:10 pm**

Messily.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **November 18, 2012, 05:45:02 pm**

No question about that.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Zombi** on **November 18, 2012, 06:12:54 pm**

Deathgate won Dwarf Fortress?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Lightningfalcon** on **November 18, 2012, 06:36:21 pm**

Quote from: Zombi on November 18, 2012, 06:12:54 pm

Deathgate won Dwarf Fortress?

Not yet. If Deathgate loses badly enough you might thou.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **EmeraldWind** on **November 19, 2012, 04:48:09 pm**

Quote from: Lightningfalcon on November 18, 2012, 06:36:21 pm

Quote from: Zombi on November 18, 2012, 06:12:54 pm

Deathgate won Dwarf Fortress?

Not yet. If Deathgate loses badly enough you might thou.

Actually on a purely achievement level, I think Deathgate won when it became the first succession fort to colonize hell.

Granted Aussie still holds the title of the true conqueror of hell, but that should not diminish this fort's achievements in the slightest.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **November 20, 2012, 10:56:40 am**

Quote from: EmeraldWind on November 19, 2012, 04:48:09 pm

Quote from: Lightningfalcon on November 18, 2012, 06:36:21 pm

Quote from: Zombi on November 18, 2012, 06:12:54 pm

Deathgate won Dwarf Fortress?

Not yet. If Deathgate loses badly enough you might thou.

Actually on a purely achievement level, I think Deathgate won when it became the first succession fort to colonize hell.

Granted Aussie still holds the title of the true conqueror of hell, but that should not diminish this fort's achievements in the slightest.

I beat Hell with a stupid trick and abused the place. Deathgate beat Hell by facing it head-on with pure dwarven tenacity and *won*. You guys are awesome.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **November 20, 2012, 03:17:12 pm**

Quote from: ThatAussieGuy on November 20, 2012, 10:56:40 am

Deathgate beat Hell by facing it head-on with pure dwarven tenacity and *won*.

Thats an interesting definition of "won" you used there...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **November 20, 2012, 03:40:20 pm**

Quote from: Urist McDwarfFortress on November 20, 2012, 03:17:12 pm

Quote from: ThatAussieGuy on November 20, 2012, 10:56:40 am

Deathgate beat Hell by facing it head-on with pure dwarven tenacity and *won*.

Thats an interesting definition of "won" you used there...

Okay, the most win was in the total obliteration of the initial zerg rush. That was brilliant. After that, well, it's up for debate.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 20, 2012, 03:59:26 pm**

I appologize for the huge delay, I finally got internet in my new apartment.

Also I found out that, while visiting, a friend of mine accidentally took my flash drive home with her. Said flash drive contained the only copy of Deathgate's save. So that's delayed me a little.

Anyways I'm back and living in sunny little New Mexico now. Booyah.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **tahujdt** on **November 26, 2012, 04:12:00 am**

Quote from: AnimaRytak on November 20, 2012, 03:59:26 pm

I appologize for the huge delay, I finally got internet in my new apartment.

Also I found out that, while visiting, a friend of mine accidentally took my flash drive home with her. Said flash drive contained the only copy of Deathgate's save. So that's delayed me a little.

Anyways I'm back and living in sunny little New Mexico now. Booyah.

Do you live anywhere near Eagle's Nest?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **November 26, 2012, 05:12:51 pm**

Quote from: tahujdt on November 26, 2012, 04:12:00 am

Quote from: AnimaRytak on November 20, 2012, 03:59:26 pm

I appologize for the huge delay, I finally got internet in my new apartment.

Also I found out that, while visiting, a friend of mine accidentally took my flash drive home with her. Said flash drive contained the only copy of Deathgate's save. So that's delayed me a little.

Anyways I'm back and living in sunny little New Mexico now. Booyah.

Do you live anywhere near Eagle's Nest?

Nope, I live in the southeast corner of NM.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **December 02, 2012, 02:13:05 am**

Bamp...

Any luck retrieving Deathgate's save?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Eoganachta** on **December 07, 2012, 04:14:23 am**

I think Terry has escaped and is trying to manifest himself into the real world!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **December 07, 2012, 02:57:44 pm**

Did this game die? Within spitting distance of the finish line? That would be just like Deathgate!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Jbg97** on **December 07, 2012, 09:59:35 pm**

Possibly. But then again, some fortresses don't die, they just fade away into legend occasionally flooding the earth with magma. I think that's the saying anyway, might have mixed up some words.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 08, 2012, 09:20:32 pm**

Sorry sorry, major freakin' drama IRL. The person who has my flash drive now hates me and refuses to talk to me.

Fortunately I had them email me the save before they went into raging bitch mode. I'm going to try to finish this game, I've slacked off WAY TO MUCH.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Eoganachta** on **December 08, 2012, 11:51:12 pm**

Quote from: AnimaRytak on December 08, 2012, 09:20:32 pm

before they went into raging bitch mode.

It's like the Ring of Power, corrupting anyone who possesses it.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **December 09, 2012, 12:06:57 am**

The fact that a short while after instituting more severe "Slow turn" rules Anima comes up and himself gets bogged down with RL stuff... kind of an amusing coincidence.

That said, as fortress creator I suppose he can totally get away with whatever he wants, so carry on megabro! KILL 'EM ALL!

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 09, 2012, 05:16:15 am**

Quote from: Eoganachta on December 08, 2012, 11:51:12 pm

Quote from: AnimaRytak on December 08, 2012, 09:20:32 pm

before they went into raging bitch mode.

It's like the Ring of Power, corrupting anyone who possesses it.

The moral of the story is, never turn off your ringer to sleep in. Women will flip the fuck out. Seriously, dafuq.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **December 09, 2012, 11:36:27 am**

Quote from: AnimaRytak on December 09, 2012, 05:16:15 am



The moral of the story is, never turn off your nger to sleep in. Women will flip the fuck out. Seriously, dafuq.

This is so absolutely true that any lingering unhappiness about the delays is completely banished.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 09, 2012, 11:19:19 pm**

**17th, Limestone 781**

After months of waiting for the magma to build up, of destroying crafts, and abstaining from booze, Iâ€™ve ordered the lever pulled.



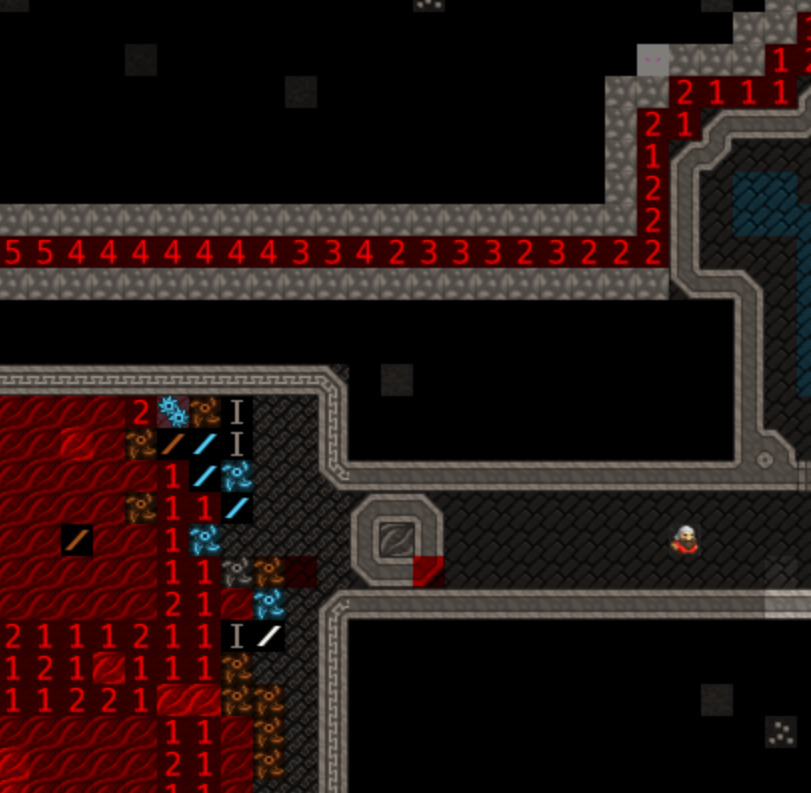
Lava and fire spread through the center corridor. Barrels in the nearby stockpiles are the first to catch fire. The flow of lava is relentless and rapidly spreads fire through the tightly packed halls. Some dwarves are trapped in their bedrooms; Atomic Avocado and The Mad Fool among them. Within minutes, lava reaches the entrance to the dining hall, trapping the dwarves inside. It pours into the lower levels, igniting clothes stockpiles and cutting off maintenance tunnels.

Atomic Avocado attempted to peak out into the hall way, lava floods his room and incinerates him in seconds. The Mad Fool is close enough to hear his screams.



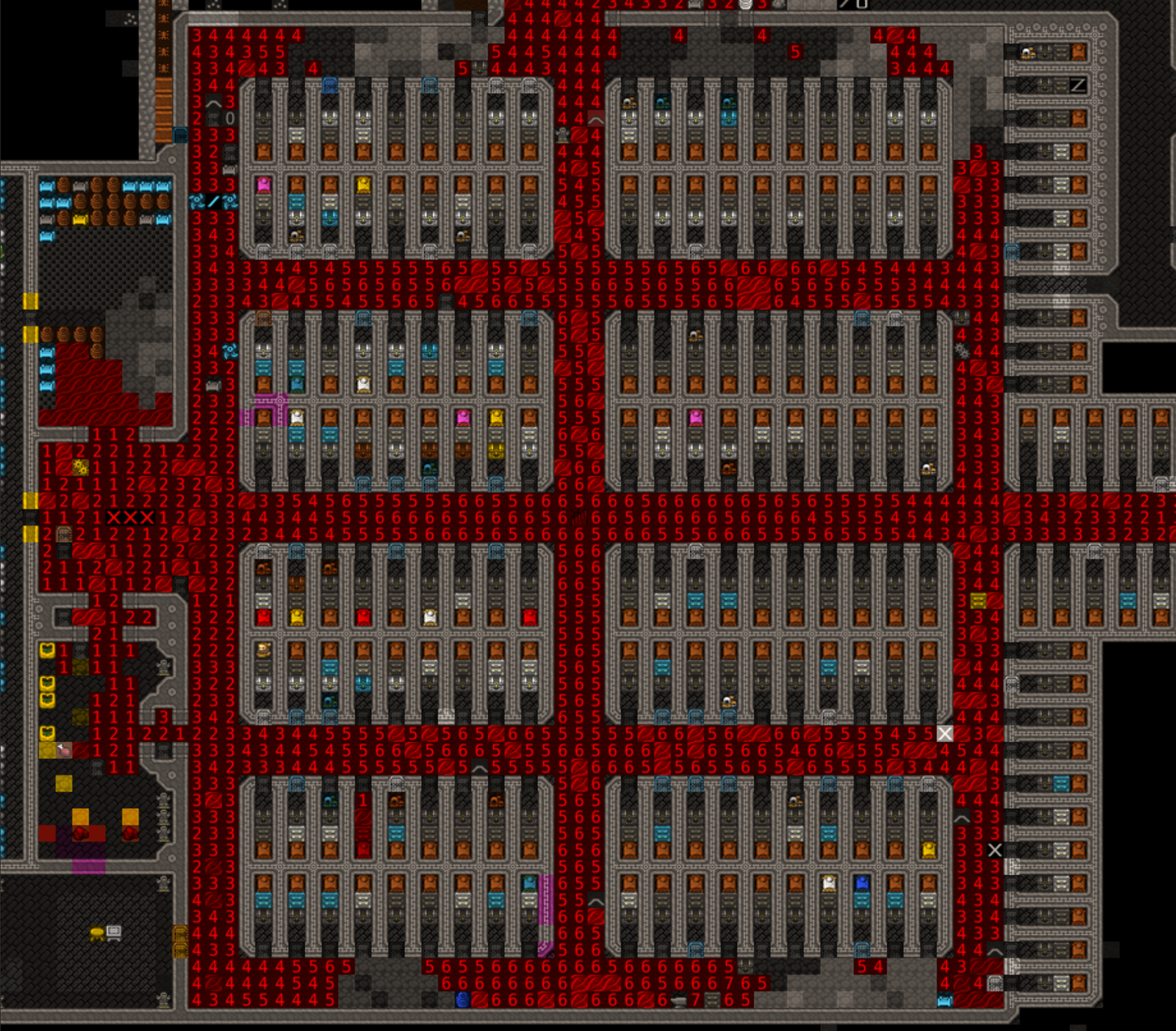
That weird bastard starts lounging on his bed to the screams of agony. I swear

NCommander is trapped between a pool of lava and a backdoor into Hell.



The magma flows farther and farther, consuming everything. But it is still not enough, more must die.  
[Spoiler](#) (click to show/hide)





(OOC: Game keeps crashing like freakin' crazy. Woooo)

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **December 10, 2012, 03:27:56 pm**

Quote from: AnimaRytak on December 09, 2012, 11:19:19 pm

(OOC: Game keeps crashing like freakin' crazy. Woooo)

Terry disapproves of you destroying his domain.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **December 10, 2012, 03:36:27 pm**

Can I get a status check on The Mad Fool? I'm curious what his mood is right now.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 10, 2012, 09:32:41 pm**

Quote from: The Mad Fool on December 10, 2012, 03:36:27 pm

Can I get a status check on The Mad Fool? I'm curious what his mood is right now.

You're trapped in your room by magma, feet away from the immolated dead, and you're utterly ecstatic.

On a side note, TERRY IS PISSED.  
Game is crashing every 10-15 seconds. Emergency measures, emergency measures!

EDIT:  
Measure's failed, oh god I don't think I can beat Terry

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **The Mad Fool** on **December 10, 2012, 10:03:31 pm**

Quote from: AnimaRytak on December 10, 2012, 09:32:41 pm

You're trapped in your room by magma, feet away from the immolated dead, and you're utterly ecstatic.

This is actually nicely in-character. I like to imagine that he's laughing maniacally and possibly playing a fiddle.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 10, 2012, 10:11:37 pm**

Quote from: The Mad Fool on December 10, 2012, 10:03:31 pm

Quote from: AnimaRytak on December 10, 2012, 09:32:41 pm

You're trapped in your room by magma, feet away from the immolated dead, and you're utterly ecstatic.

This is actually nicely in-character. I like to imagine that he's laughing maniacally and possibly playing a fiddle.



The fact that he has actually killed a dwarf in the history logs makes that all the more possible.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **kefkakrazy** on **December 10, 2012, 11:19:31 pm**

The fact that Terry is liable to be the one to eat our fort now is perhaps the best possible ending we could have hoped for.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 10, 2012, 11:35:14 pm**

Quote from: kefkakrazy on December 10, 2012, 11:19:31 pm  
The fact that Terry is liable to be the one to eat our fort now is perhaps the best possible ending we could have hoped for.

The game literally lasts about 3 seconds before crashing. I may in fact, not be able to kill the fortress the way I had planned.  
  
But I have contingencies.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **SanDiego** on **December 11, 2012, 04:48:13 pm**

Only in Deathgate people devise contingency plans in case the first self-destruct lever fails.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **GentlemanRaptor** on **December 11, 2012, 07:36:58 pm**

Quote from: SanDiego on December 11, 2012, 04:48:13 pm  
Only in Deathgate people devise contingency plans in case the first self-destruct lever fails.

Yeah. And we have a demon that corrupts save files and melts computers. On that note, my entire home network failed recently. Joy. Would a ritual sacrifice appease Terry?

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Just Some Guy** on **December 11, 2012, 08:27:51 pm**

Should I take a turn at Deathgate 2? On one hand, I'm inexperienced and tend run sober forts. On the other hand, I'm inexperienced and tend to run sober forts.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **Urist McDwarfFortress** on **December 11, 2012, 09:02:40 pm**

Quote from: GentlemanRaptor on December 11, 2012, 07:36:58 pm  
On that note, my entire home network failed recently. Joy. Would a ritual sacrifice appease Terry?

Nah. Being appeased by something as mundane as ritual sacrifices would make far too much sense.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 12, 2012, 12:58:49 am**

Quote from: Urist McDwarfFortress on December 11, 2012, 09:02:40 pm  
Quote from: GentlemanRaptor on December 11, 2012, 07:36:58 pm  
On that note, my entire home network failed recently. Joy. Would a ritual sacrifice appease Terry?  
Nah. Being appeased by something as mundane as ritual sacrifices would make far too much sense.

Terry demands entire universes as sacrifices.  
Even Armok is afraid of him.

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **EmeraldWind** on **December 12, 2012, 01:13:38 am**

Once upon a time, there was a little boy named Terry. When things go wrong at Deathgate, he was blamed, scolded, and sent to his room. Terry spent years playing in Deathgate, causing minor problems, and being blamed for everything regardless of whether it was his fault or not.

Terry was sad. To be scolded for everything was just too much. Terry didn't mind it much when he deserved it, but it still hurt. Terry loved Deathgate and Deathgate loved Terry. Terry was afraid of the community, but didn't understand that the community loved him. To Terry the community was like an abusive alcoholic father. Terry began to hate the community.

As Terry grew his heart twisted and darkened. Terry was now deliberately trying to make Father angry. This attention was better than no attention... sometimes Father would disappear and left Terry alone. At first, Terry liked this... but soon he found that his beloved Deathgate couldn't function without Father.. He needed Father.. When Father would return Terry would cause problems in the hopes that Father would scold him again... but sometimes it would cause Father to laugh and embrace Terry and other times Father would abandon him in mere minutes... Terry couldn't figure out what he needed to do...

Then one day... Father returned... after seemingly abandoning him and Deathgate... but Father was mad... very very mad. Father wanted to destroy the one thing that Terry loved. Father was destroying Deathgate! Terry couldn't have that! Terry wouldn't allow it! He wasn't going to take Father's abuse no more! It was time to fight back!

"Hehaha... I'll show him! I'll make sure Father won't have the pleasure of destroying what I love! I may make it so Deathgate will never comfort me again, but Father will not take her from me!"

Thus Terry and Father entered their final battle for the fate of Deathgate...

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **ThatAussieGuy** on **December 12, 2012, 07:41:35 am**

Quote from: AnimaRytak on December 12, 2012, 12:58:49 am  
Quote from: Urist McDwarfFortress on December 11, 2012, 09:02:40 pm  
Quote from: GentlemanRaptor on December 11, 2012, 07:36:58 pm  
On that note, my entire home network failed recently. Joy. Would a ritual sacrifice appease Terry?  
Nah. Being appeased by something as mundane as ritual sacrifices would make far too much sense.  
  
Terry demands entire universes as sacrifices.



Even Armok is afraid of him.

Hmm...

Terry, *BEHAVE!*

Title: **Re: Deathgate - Last Stop: Armageddon! (Succession Game)**  
Post by: **AnimaRytak** on **December 13, 2012, 12:13:49 pm**

**Overseer Log of Deathgate, Final Entry**

I believed that in death we could all atone for our sins against the gods and their creation. I believed that if we all gave ourselves to the magma, our crimes would be burnt away from our souls. There weren't many of us left, a few dozen dwarves at the most. Our civilization would last a century or two before an utter collapse. We knew that we had sinned, and that in death, only agony awaited us. So we all strove to atone in the only way we could imagine and to grant a reprieve to the slow death that lie ahead of us.

Oh how foolish we were.

**He** will not let us die. **He** keeps us all alive to torture us, to use us for his amusement. If we try to kill ourselves, we simply snap back a few moments in time. As the entire fortress has been sealed, we cannot flee to the surface; although I doubt **He** would let us even if we could. We are his playthings, and he shall not let us go. I know not where this being came from. Perhaps it was born from our own corruption, perhaps our anger or bloodlust. Some even blame our decadence as the cause of this torment. We call this being Terry.

Deathgate is no longer a fortress, it is our prison, our living tomb. It is the place where we dance to the whims of a new god, a dark god. One that we ourselves have created.

[OOC]  
Well folks. Deathgate's corruption has reached the breaking point. You can literally only play it for about 5 seconds before it crashes. Terry will not let us die. We our forever trapped in his realm.

Here's the save, for anyone who wants to scream. Oh god (<http://dff.d.wimbli.com/file.php?id=7218>)

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Pitchblende** on **December 13, 2012, 12:59:41 pm**

So that's how Deathgate ended, not with a bang, but with an angry eldritch abomination.

As it turns out, the save works if you turn off temperature. So you could have everyone drown in magma.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Eldes** on **December 13, 2012, 03:19:07 pm**

Oh god this was truly epic!

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **GentlemanRaptor** on **December 13, 2012, 03:23:55 pm**

It's been, well, for lack of a better word, *fun*.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **AnimaRytak** on **December 13, 2012, 04:00:55 pm**

Accidentally creating a new Chaos god is fitting end of Deathgate, haha

Terry, Chaos God of Madness

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Jbg97** on **December 13, 2012, 09:53:42 pm**

Someone needs to update the TvTropes page one last time.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **AnimaRytak** on **December 14, 2012, 03:16:51 am**

Quote from: Jbg97 on December 13, 2012, 09:53:42 pm  
Someone needs to update the TvTropes page one last time.

Done, but I invite anyone to add further edits.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **scaliper** on **December 14, 2012, 03:46:44 pm**

Not to be rushy or anything, but any word on the beginning of DG2? When is that expected to take place?

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **kefkakrazy** on **December 14, 2012, 11:21:20 pm**

Quote from: Pitchblende on December 13, 2012, 12:59:41 pm  
So that's how Deathgate ended, not with a bang, but with an angry eldritch abomination.  
As it turns out, the save works if you turn off temperature. So you could have everyone drown in magma.

Confirmed, it looks like Terry came in the form of us completely destroying the game's temperature simulation...

Which is AWESOOOOOOME

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Yuli Vlasi** on **December 15, 2012, 07:38:22 am**

So....  
That's it? :o

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **GentlemanRaptor** on **December 15, 2012, 08:53:58 am**

Quote from: Yuli Viasi on December 15, 2012, 07:38:22 am  
So....  
That's it? :o

Yep, finis. But, when DGII starts, the *fun* begins again!

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **EmeraldWind** on **December 15, 2012, 02:21:11 pm**

Leave it to Deathgate to ultimately fail at failing on purpose.

This is a fort death reserved for the truly great forts, it has lived long enough for the players to decide to destroy it... only to have that action fail to destroy the fort and then dies due to another reason completely out of the control of the player.

Sort of like how Failcannon was meant to go out in a style, but the fort survived only to be defeated by kobolds shortly there after.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **AnimaRytak** on **December 15, 2012, 02:28:41 pm**

Quote from: EmeraldWind on December 15, 2012, 02:21:11 pm  
Leave it to Deathgate to ultimately fail at failing on purpose.

Deathgate remains unvanquished!

Cept for the fact it was eaten by a Chaos God.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Yuli Viasi** on **December 16, 2012, 08:11:07 am**

*BOATMURDERED* and Deathgate made me play this game in first place.  
To see Deathgate finally succumbing to the madness that it is itself...  
I have no words, I just like it.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Jbg97** on **December 16, 2012, 01:18:35 pm**

Quote from: AnimaRytak on December 15, 2012, 02:28:41 pm  
Quote from: EmeraldWind on December 15, 2012, 02:21:11 pm  
Leave it to Deathgate to ultimately fail at failing on purpose.  
  
Deathgate remains unvanquished!  
  
Cept for the fact it was eaten by a Chaos God.

It wasn't eaten by a Chaos God, it *became* one. Now we just need to have a bunch of legendary dwarfs kill themselves together to create a God-Emperor of Dwarfkind. Holy hell, a crossover between DF and Warhammer 40k works *scarily too well*.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **tahujdt** on **December 16, 2012, 02:58:54 pm**

Suds Zimmerman just resurrected the WH40K mod.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **NRDL** on **December 16, 2012, 11:36:45 pm**

Nice. Glad to see that this has been ended FINALLY.

Would it have been possible to kill all the dwarves by, say, modding them to explode once the game unpauses? Just an idea.

But I suppose it's all moot now.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **kefkakrazy** on **December 18, 2012, 06:22:47 pm**

Boys, raise a glass to Deathgate. We did good.

We did good.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **The Mad Fool** on **December 18, 2012, 08:23:08 pm**

Deathgate died as it lived: in fire and madness!

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **GentlemanRaptor** on **December 19, 2012, 06:03:36 am**

Here's to madness and fire!

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **AnimaRytak** on **December 20, 2012, 11:40:13 am**

**Epilogue**  
The goblin scribbled on the intricate stone floor with a piece of charcoal in his hand. The poor wretch had since forgotten how long

heâ€™d inhabited in these ruins. Months, years, decades perhaps; time wasnâ€™t something that he could comprehend anymore. He spent his waking moments either searching the halls for rats to eat or drawing the images that plagued his mind. His clothes amounted to a tattered loincloth that was covered in filth and stained from years of wear. He was scrawny, emaciated, and his left arm had been hewn off just below the shoulder. It had healed into a hideous looking mass of scar tissue. The bones in his right foot had broken during his attach on the fortress and without treatment, had healed incorrectly, living him with a limp. Blisters covered his feet and knees.

Every day the goblin would scribble images onto the walls and floors of the fallen fortress. He would create drawings of entire worlds collapsing into themselves, of black voids filled with eyes and tongues, and of eldritch symbols that would drive even the most wizened scholar insane. However, his most intricate work was found in the dining hall.

Thirty three short, stocky figures danced around a writhing mass of tendrils, teeth, and eyes. Each of the figures had horns, or hooves, or claws. All of them were trapped inside a thick sphere that was surrounded by blackness. A single line ran above the figures to a drawing of Deathgateâ€™s entrance and just beneath said entrance was a representation of Upper Deathgate. The entire image resembled a cross section of the earth. Upon the surface were bodies of goblins and men.

â€œAaaaaâ€ his voice was raspy and weak.

For a moment, the goblin stopped his work, stood up, and stared at the drawings that dominated the once glorious dining hall. Slowly the goblin glanced around the room at broken, blood stained furniture and the rotted bones of his brethren. The goblin seemed terrified for a moment before the glimmer of sanity vanished, replaced by the madness as it returned.

Not long after the dwarves sealed themselves away from the world, a goblin invasion finally managed to breach the fortress, only to become trapped inside. Unable to escape, they died one by one of starvation, injury, and finally cannibalism. Anyone that managed to enter the accursed fortress never left it. Eventually, no sane individual dared to approach the fortress. Even the demons themselves feared the final stronghold of the dwarves. For an untold time, the only inhabitant of the fortress was the single, sickly goblin and the rats he hunted.

But the goblin knew. He knew he was not alone. Beneath his feet, behind walls of stone and oceans of magma, the dwarves still lived; lived in the embrace of their hungry god.

Once again, the goblin scribbled on the intricate stonework with a piece of charcoal in his handâ€

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Lolfail0009** on **March 20, 2013, 05:01:38 am**

For those looking for Murdermachines, the sequel to Deathgate (<http://www.bay12forums.com/smf/index.php?topic=121407.msg3932411#msg3932411>), you are welcome.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Amperzand** on **November 02, 2014, 09:16:27 pm**

I know, I know, necro-ing to hell, but seriously, *THAT WAS AWESOME*.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Ancalagon\_TB** on **November 09, 2014, 11:36:44 am**

Quote from: Amperzand on November 02, 2014, 09:16:27 pm

I know, I know, necro-ing to hell, but seriously, *THAT WAS AWESOME*.

I concur. That was astounding

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Blitzgamer** on **September 03, 2015, 03:04:34 pm**

Imageshack parts need to be replaced

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **Amperzand** on **September 04, 2015, 02:34:59 am**

Very true. It may no longer be possible to fix them, but it'd sure be nice if it happened.

Title: **Re: Deathgate - And We Must Scream (Finished Succession Game)**  
Post by: **kefkakrazy** on **September 24, 2015, 12:51:47 pm**

It's the lament of the community fort. Unless someone's archived this elsewhere, the images are probably dead.

What a shame.

Also, hi new people! I promise I won't accidentally kill any of you, probably.